BY THE EDITORS OF

CONSUMER GUIDE®

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STRATEGIES for Nintendo Games

How To Win At:

- BIONIC COMMANDO
- BLASTER MASTER
- CASTLEVANIA II
- DR. CHAOS
- DOUBLE DRAGON
- GAUNTLET
- GUERRILLA WAR
- GYRUSS
- IRON TANK
- THE LEGEND OF ZELDA
- LIFE FORCE
- MEGA MAN II
- METAL GEAR
- METROID
- MIKE TYSON'S PUNCH OUT
- Q*BERT
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- **PLUS MANY MORE!**

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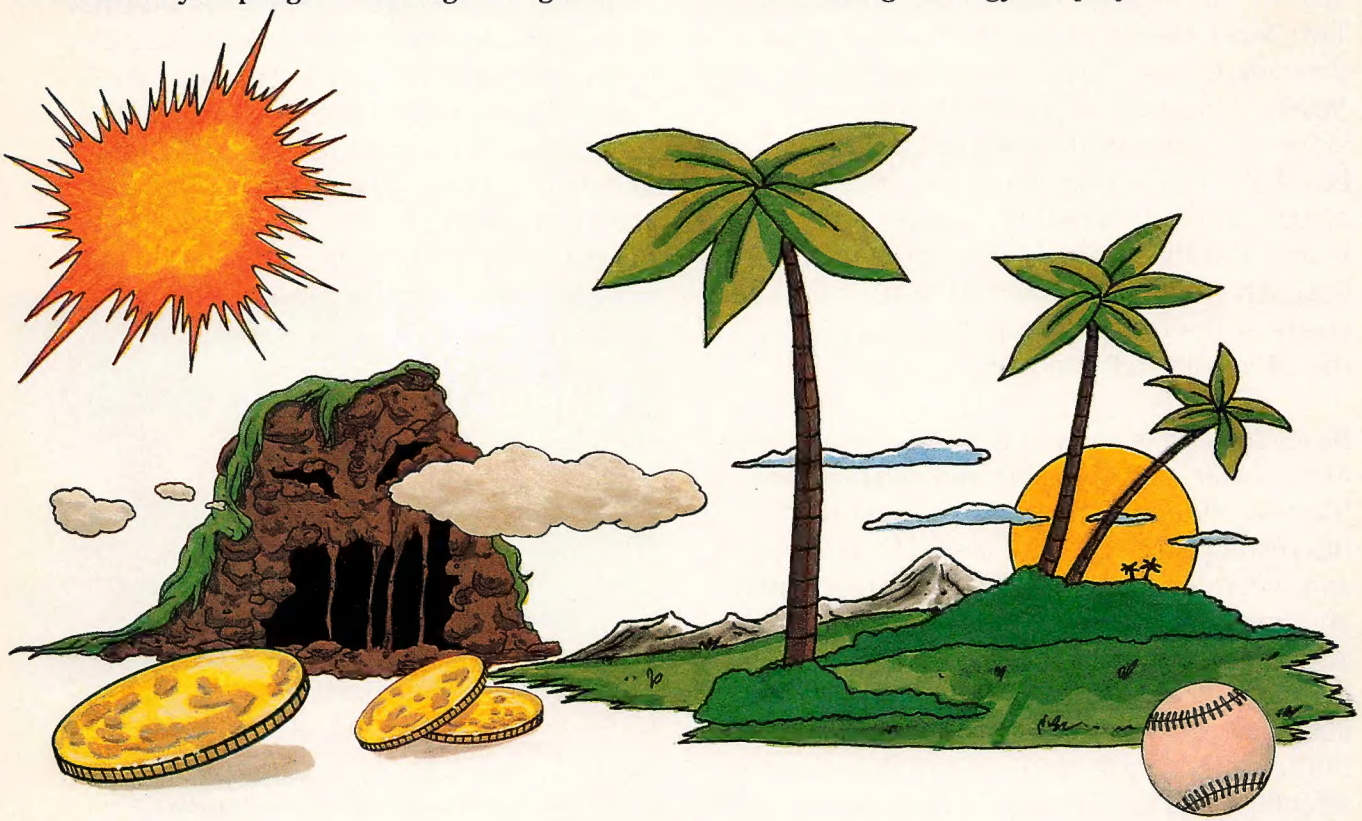
Introduction

This book is the action-packed companion to your Nintendo Entertainment System. It's loaded with high-powered strategies for 37 of the most-popular game cartridges. If you're new to video games, *Strategies for Nintendo Games* will introduce you to the wide world of NES games, show you how to find power-ups, and set your course of action. If you're an advanced player, useful hints and secret codes will speed you on toward completion of the games. Full-color pictures of actual game screens give you visual tips and show you the excitement that lies ahead as you advance to the highest levels of a game.

Most NES cartridges are action games, adventure games, or sports games. Action games, also called shoot-'em-ups, are based on arcade games. These intense video battles require lightning-fast reflexes and intense concentration. In action games you often start out weak and have only a few ordinary weapons, but your power and arsenal increase as you progress through the game. Unfortunately, as you power up so do your enemies, and you can expect the final battle to be an engagement of super weapons.

Most adventure games also feature battles and an array of unusual weapons, but they emphasize finding, interpreting, and using clues and other information to solve complicated puzzles. Most adventure games evolved from personal-computer games, and most have a sword-and-sorcery theme. These games often take hundreds of hours to play, and they challenge your memory and sense of direction at every turn.

Sports video games incorporate the rules and action of team or individual sports. These games have been developed especially for NES. To play them well, you have to spend many hours practicing your video athletic skills. You must also understand the rules of the game, know the strengths and weaknesses of your opponents, and figure out a winning strategy for play.



BASES LOADED

Jaleco

To make a really good sports video game, you have to include statistics, stars and superstars, moves, and ground rules. The successful game designer must respect the athletic and strategic subtleties of the sport. Two NES baseball games meet and exceed these demands: *Bases Loaded* and *R.B.I. Baseball.* Since *R.B.I. Baseball* is the only video game licensed by Major League Baseball, it's the only game that uses the actual statistics of real-life players and teams. But this doesn't make it the best baseball video game: We just want you to be aware of the other option. *Bases Loaded* is the game we prefer to play.

Bases Loaded is a video game for people who are familiar with the rules and strategies of baseball. It incorporates two of the most interesting aspects of the game: team loyalty and individual statistics. You are able to play an incredible 132-game season against NES. You not only manage the team but throw every pitch, field every ball, swing every bat, and steal every base. You are in total control. But in order to win, you must understand the strengths and weaknesses of each player on your team and the way they work best together.

You choose your team from 12 ready-made rosters. Each team has 30 active players, including 12 pitchers. The players on each team are different. A player might be a power hitter, a base stealer, or a strike-out pitcher. You will have to become familiar with the members of your ball club and use their talents effectively. The starting lineup for each game is predetermined, but you can substitute throughout the nine-inning game.

When you pitch, control your placement and speed carefully, and mix up your pitches.

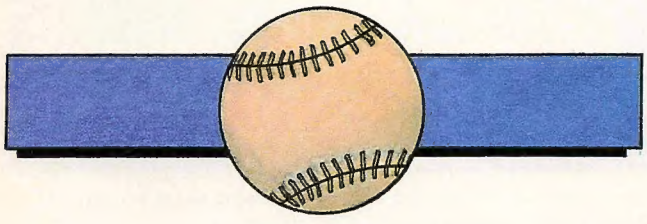
The only personnel option available at the beginning of each game is the choice of a starting pitcher.

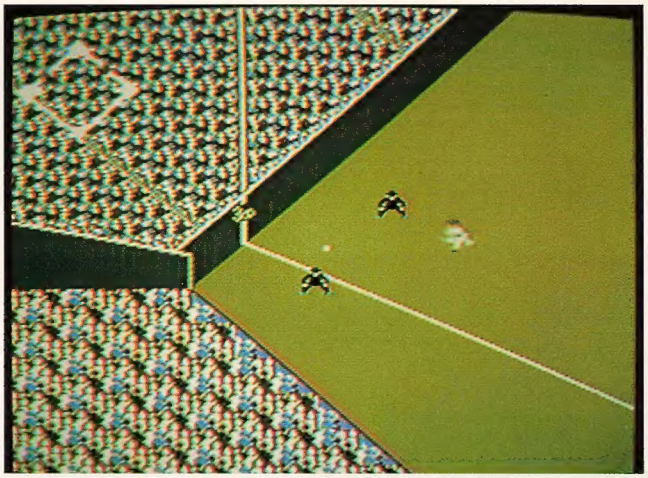
The sound and animation in this game are realistic and fun. Umpires call strikes, and crowds cheer. There are no post-season games, but if you win 80 games, NES will provide you with an appropriate celebration. This video game isn't going to replace baseball as the national pastime, but it gives armchair ball players a chance to participate in the game as never before.

Playing Strategies

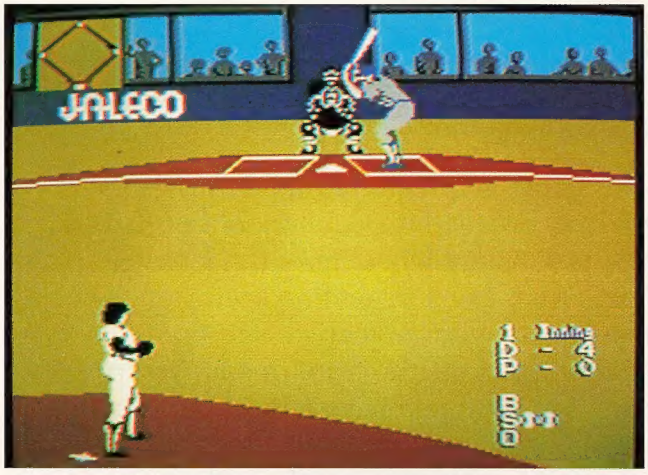
You can and must use traditional baseball strategies to win games. You must know when your pitcher is tiring and send in a new pitcher. You must decide when to pinch-hit, initiate a hit-and-run play, or go with speed instead of power. But to play this game well, you must spend time practicing your moves.

When you're at bat, you must be able to step into a pitch, to chase a high fastball, and to avoid a brushback. (Pitchers can throw beanballs in this game, and some beanballs clear the benches.) To have full control of the batter, you have to spend time at batting practice. The same is true for pitching. Close observation will help you determine how best to play certain balls or predict certain pitches. For example, the catcher may move his mitt to a certain place before the pitch is thrown; this should let you know the direction of the pitch. You'll also learn that by watching the shadow of a ball that's hit into the outfield, you'll be able to figure out where it's going to land.

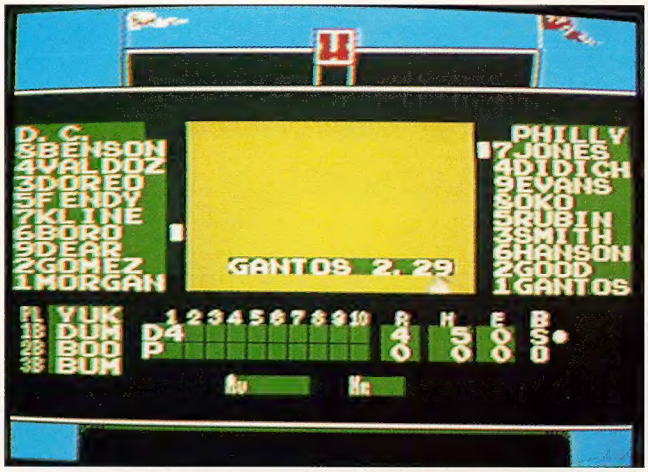




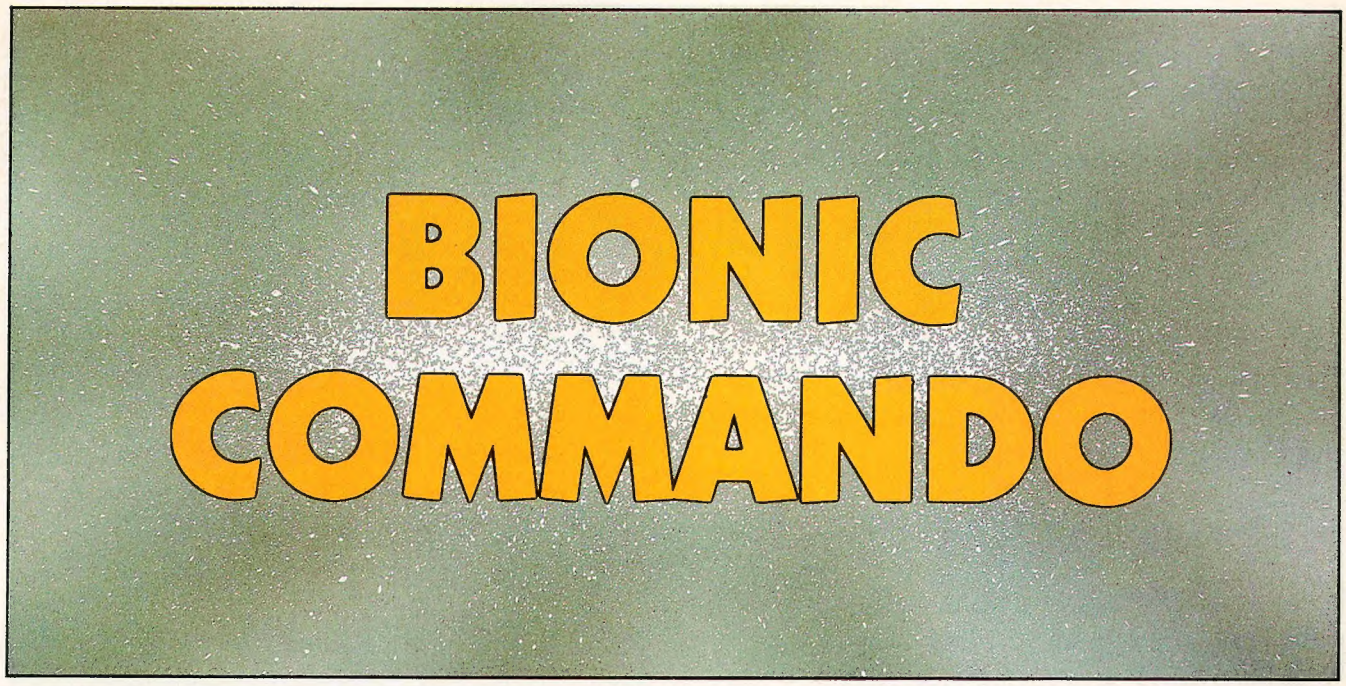
When you catch a ball in the outfield, watch the infield screen so you'll know where to throw.



The position of the catcher's mitt shows you where the ball is headed.



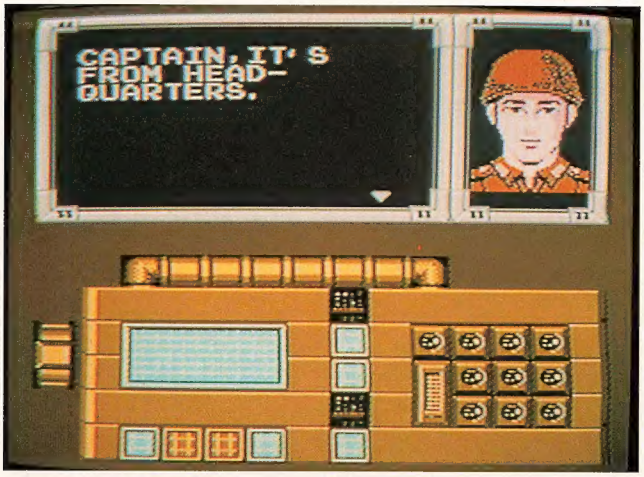
If your team is losing, bring in a new pitcher from the 12 on your roster.



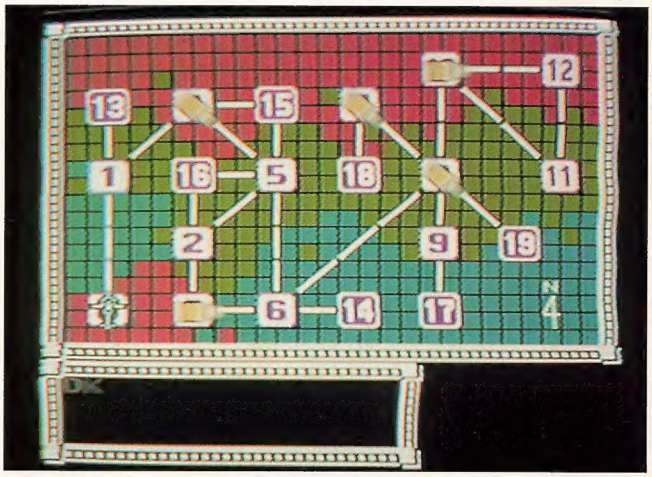
Capcom

This game is a sequel to the futuristic, military arcade hit *Commando,* but its story line is substantially different. A famous soldier has been taken hostage by enemy troops, and your objective is to find the soldier and free him from prison. You're no ordinary man; you have a bionic arm with a grappling hook at the end, which enables you to make your way easily through rough terrain. You must cross beaches, forests, and an underground world while you're confronted by a variety of enemies, including marching soldiers, men in trucks, and fighter jets. As in other shoot-'em-up games, the fight becomes more difficult as the game progresses.

Plan to spend a couple of hours building up experience by encountering as many kinds of enemies as you can. *Bionic Commando* has a unique Continue option that lets you progress quickly through the game. Unlike the standard method of continuing, you must earn these Continues in almost the same way



The messages you receive help you scout out the enemy and proceed with your mission.



Periodically refer to the on-screen map to chart your progress through the game.

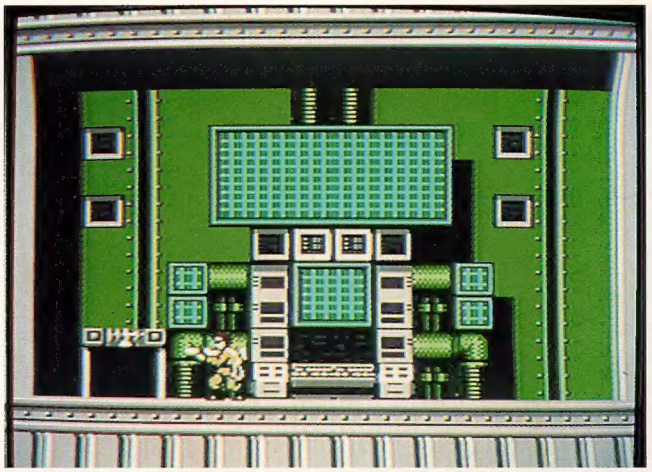
you power up or earn an extra life. After shooting certain enemy soldiers, for example, a bird appears. Kill the bird, and you get one Continue. You obtain additional Continues when you battle soldiers on a truck. Collecting Continues should be your priority early in the game; the more Continues you have, the farther you can go. You are allowed up to nine Continues in a game.

Playing Strategies

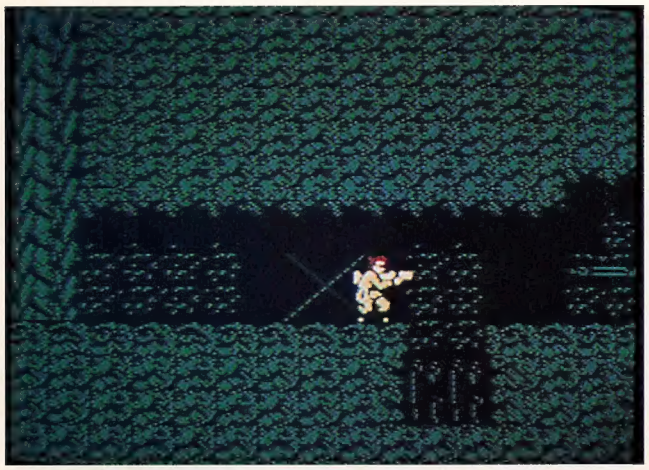
Even though *Bionic Commando* has elements of an adventure game, such as mazes and hidden exits, it's primarily an action game. You're on the offensive or defensive at least 85 percent of the time. To get the most out this game, you must learn how to use the claw. It's obviously a climbing tool that you use to scale walls and clamber onto ledges. What is not so obvious is that the claw is also your swinging tool. You can grab onto something above you, let your feet dangle, and then start to swing until your momentum carries you where you want to go, just like Tarzan swinging on a vine. You need to master this swinging action because it's the only way to get across certain obstacles.

There is no time limit in this game, so take your time. Make good use of your transmitter and communicate with your allies often.

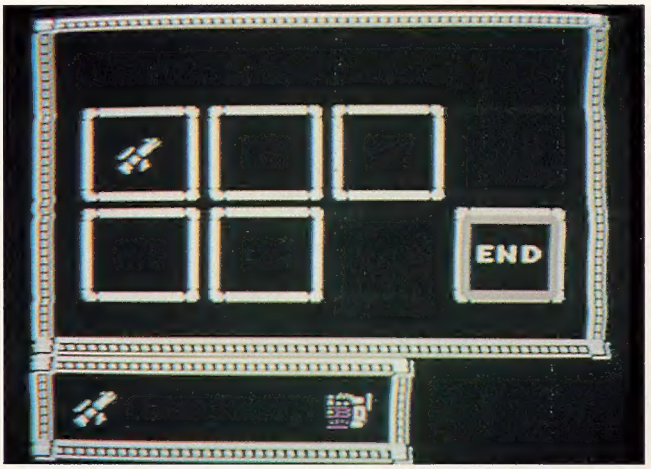
The transmission screen alerts you to the cause of your difficulties when you have a problem.



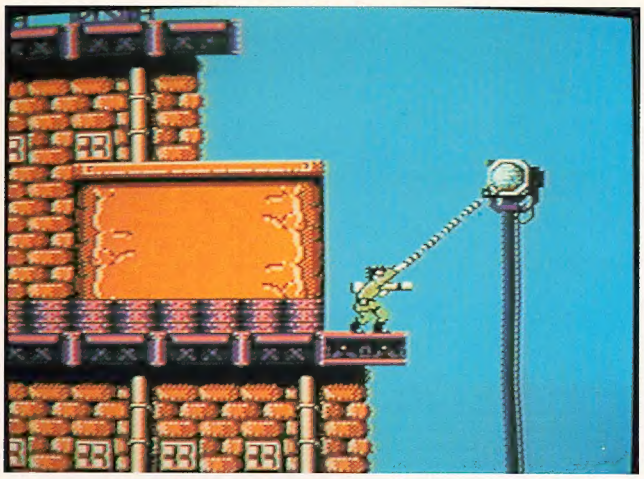
Whenever you find a door, go inside. This room is at the top of the first pyramid.



By using the flare bomb to light your way, you can go through dark rooms with no trouble.

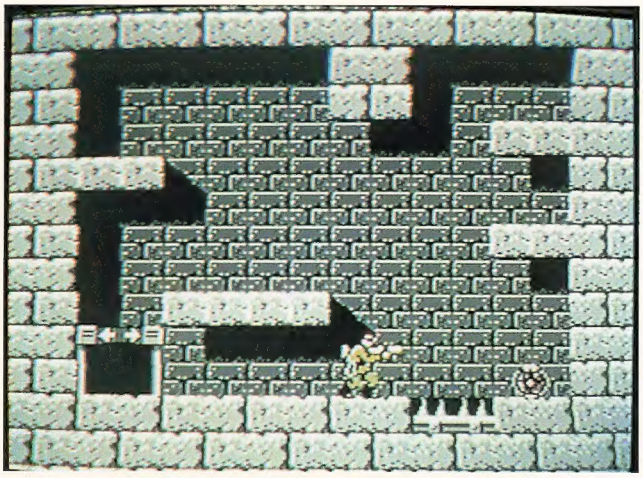


You choose your weapons on the weapons-select screen from among the arsenal you've collected.



You can attach your claw to just about anything. When in doubt, try it out.

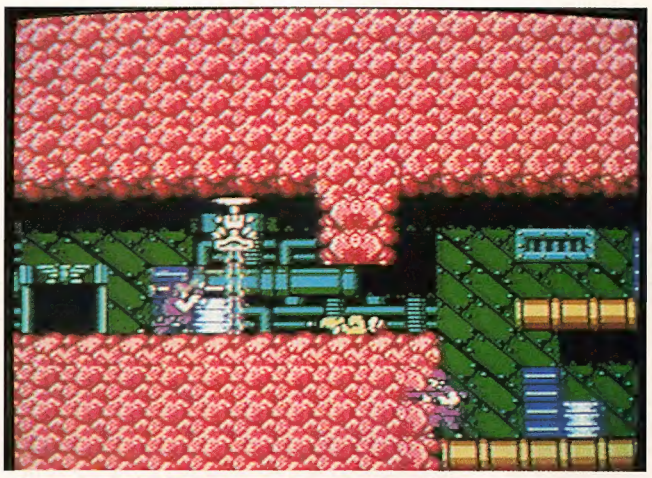
To earn Continues, you have to fight and kill many tough guys.



The flare bombs hidden in a small cave is one of many power-ups in this game.

Messages such as this one give you the information you need to succeed in your mission.

This elevator in Area One takes you up or down to new worlds.



If you don't shoot your weapons in the Neutral Zones, you can get whatever you want.

BLASTER MASTER

Sunsoft

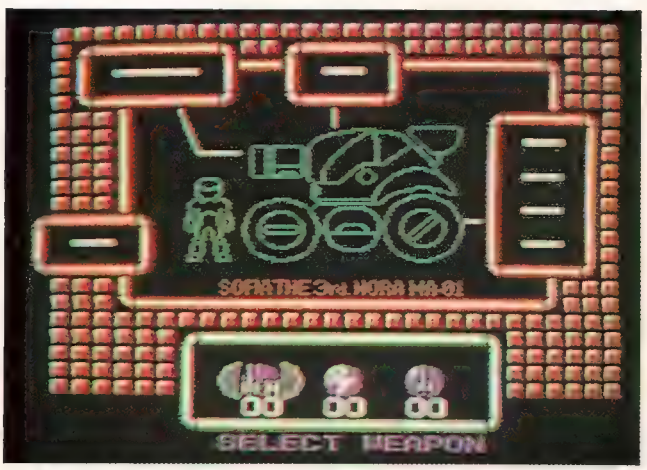
Unlike most games, which were originally designed for arcades or personal computers, *Blaster Master* is a super popular game made specifically for NES. Because they didn't have to worry about how many quarters you spend to play the game, the designers of *Blaster Master* combined lots of action with an equal amount of adventure. There's plenty of shooting, but there are also entire worlds to explore. The graphics and animation of this game are intricate, and the music is excellent.

The game is a role-playing adventure. You are Jason, who has fallen into a deep pit and needs to find (and fight) his way out. Your route leads through eight mysterious worlds, each of which is ruled by a Warlord. The worlds contain weapons, tools, and prizes that you must find and secure before you can advance out of the pit. There is no score. If you kill the eight Warlords, including the Master Boss, the game ends.

Blaster Master combines two different kinds of exciting game play. You can ride in a tank that protects you while you shoot at and run over your enemies, or you can get out of the tank and fight your enemies on foot. Either choice requires its own special skills. At times, such as when you're going through the door that leads to a Warlord's den, you have no choice but to get out of the tank.

Playing Strategies

While your objective at every level is to find and kill the Warlord, it's just as important to



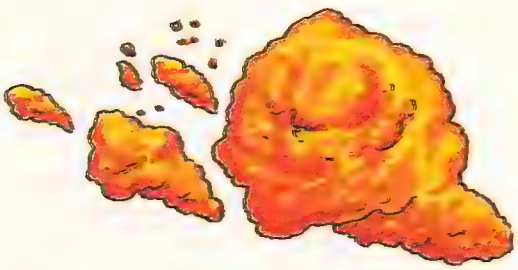
You can call up the Select Weapon screen whenever you want to choose a new weapon.

locate and secure weapons and power-ups. You'll need to pay close attention to the map that comes with the game cartridge. To advance through the game, you absolutely must understand your weapons.

A new weapon is waiting for your discovery within each world. You must locate this weapon if you plan to get anywhere, and you must use it properly. In Stage 1 you find the Hyper that boosts your firepower and helps you get through the wall into Stage 2. In that stage you find the Crasher that breaks down the wall into Stage 3. Some weapons enable you to fly, dive, or go straight up a wall. They not only help your progress at key points during the game, but they make your battles easier to fight.

Special Strategy

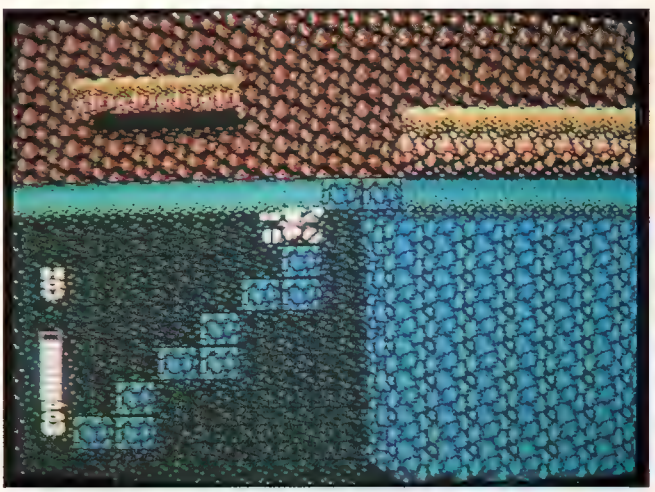
Don't leave your vehicle unless it's absolutely necessary. The tank can take a lot more damage than you can take on foot.



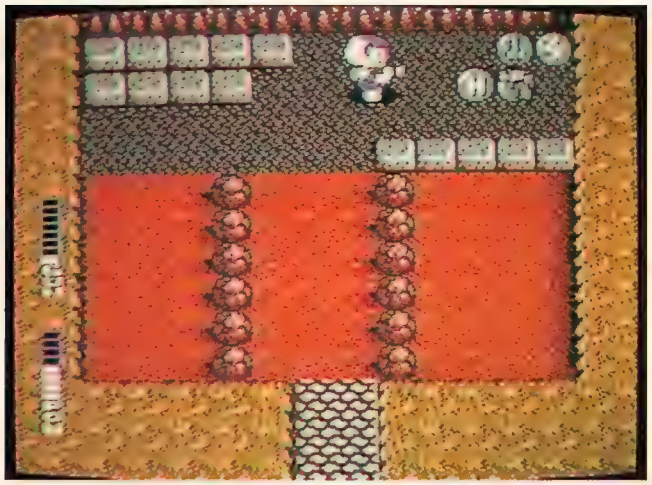
Most of the time you ride in your tank, scouting territories, shooting enemies, and fighting.

Get out of your tank only when it can't fit where you have to go.

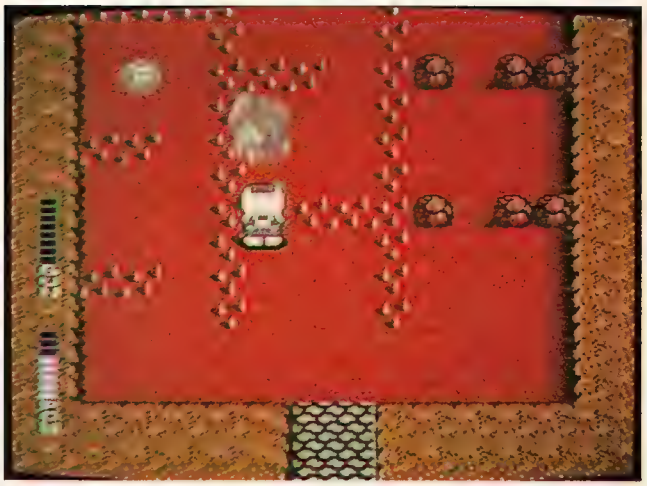
The entrance to a secret room in Stage 1 may lead to treasure or other kinds of help.



Your tank can maneuver well in water, so stay in it to explore the watery part of Stage 1.



Make it a habit to shoot the walls. These power-ups were invisible before the wall was destroyed.

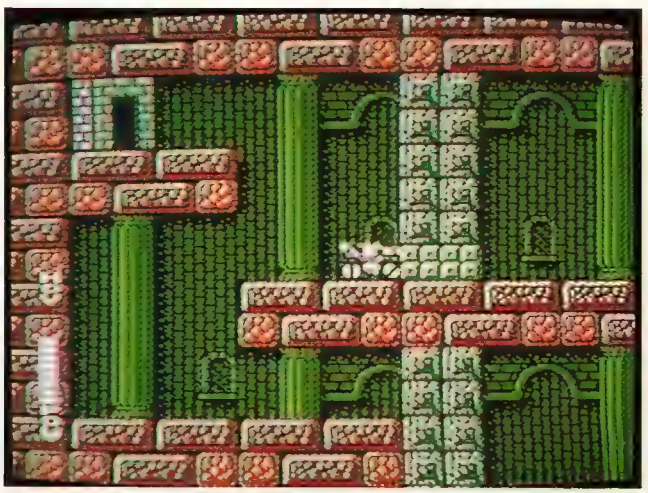


When you are out of your tank, with each direct hit you lose power until you're dead.

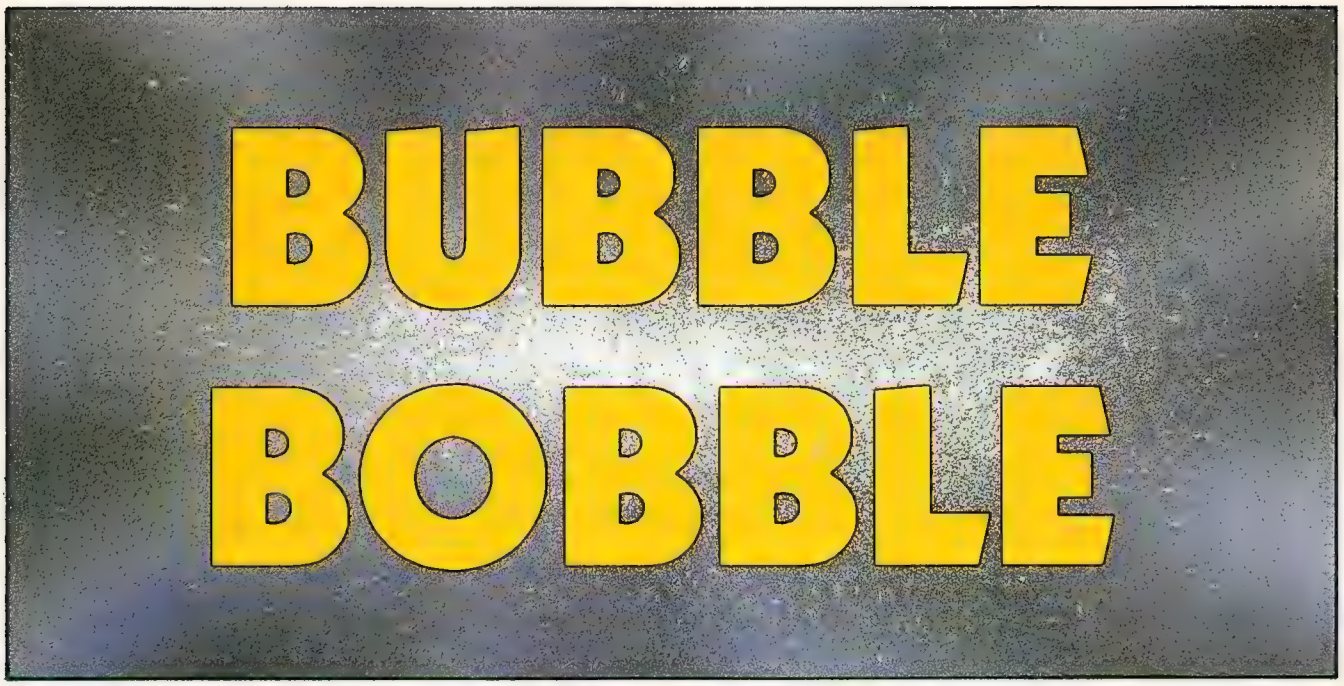
When you approach the Warlord at the end of Stage 1, be prepared to fight for your life.

Use your powerful grenades to blow up this dangerous brain, but watch out for killer cells.

In Stage 2 you drive your tank inside a castle and must learn to negotiate vertical walls.



This doorway in Stage 2 is an escape route back to Stage 1.

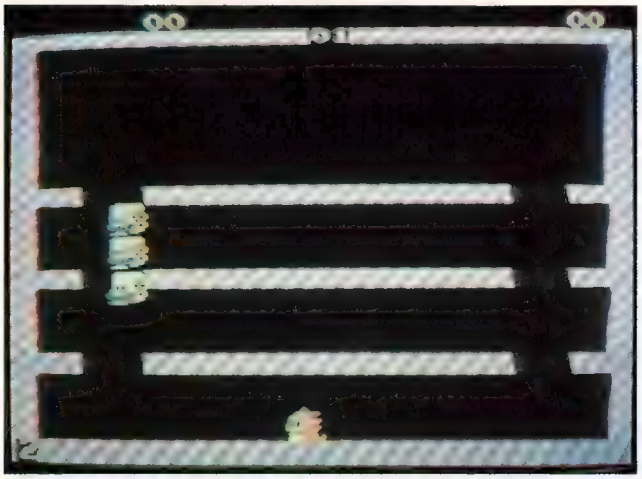


Taito

Some people say that video games are too violent, but *Bubble Bobble* answers this charge by using bubbles instead of bullets. While the weapons are unique, the basic principle of this cute game is the same as that of any other action game: Kill them before they kill you.

The characters may look like dragons, but they're dinosaurs. One is named Bub, and he's used for one-player games; the other is Bob, and he's the second player in two-player games. The magical land of these peaceful dinosaurs has been invaded by Baron von Blubba. He kidnapped a pair of brontosaurs who are friends of Bub and Bob, and they want to rescue them. To do this they must venture through two different worlds filled with fierce and destructive enemies.

Bubble Bobble may sound like an adventure game, but it's really a fantasy shoot-'em-up. As Bub or Bob, you blow bubbles at



In the one-player game, you play Bub. He's the dinosaur at the bottom of the screen.

In the two-player game, Bob, the blue dinosaur, is the second player.

attacking enemies. This doesn't kill them; the bubble surrounds them and makes them vulnerable so that you can jump on them or bang them into the wall. Either way, they'll die and probably leave a charm or some food as your reward. Pick up whatever they leave, including hamburgers, diamonds, and vegetables.

Beginning Strategies

You must conquer both worlds to save your friends. There are 113 rooms in each world. You must learn the patterns in which the attacking characters move.

You also need to learn how to ride the bubbles. This is a good way to get out of what appears to be an inescapable room. It's also a way speed your way through the game.

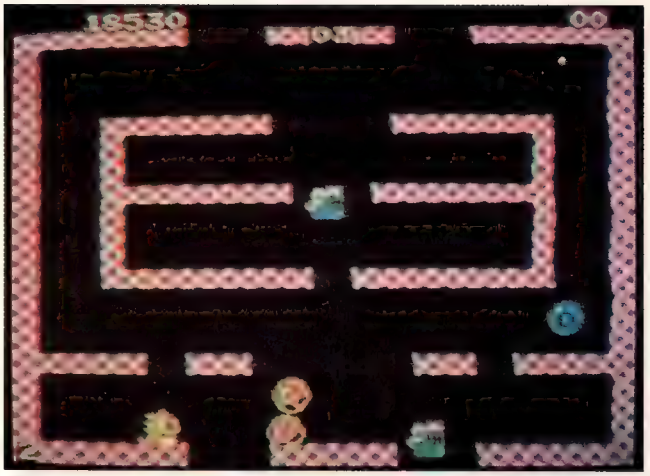
While you want to pick up everything you can, some important items to pick up are candies, shoes, and letters. The candies let you blow bubbles faster; the shoes let you run faster; and the letters spell out words that allow you to move to new levels. Other bonuses are points added to your score.

Advanced Strategy

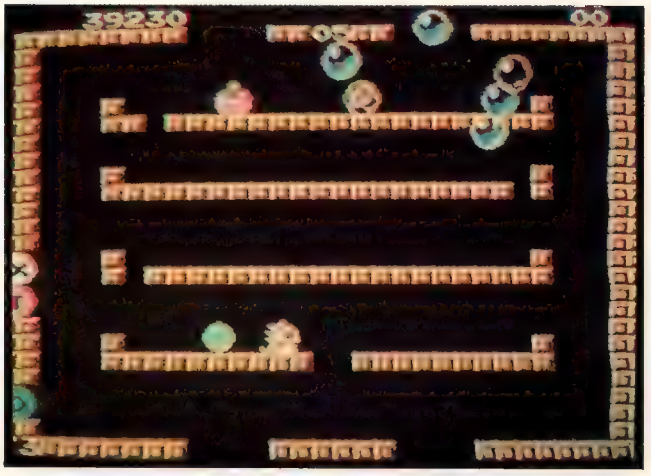
The manual fails to cover a critical point about the end of the game. To save the hostage brontosaurs, you must pick up a crystal and then go through a door into the secret room. It sounds simple enough, but unless you are in the two-player mode it's not easy to complete this game. One player grabs the crystal while the other walks through the door. If both players aren't on the screen, victory cannot be achieved.

Secret Strategy

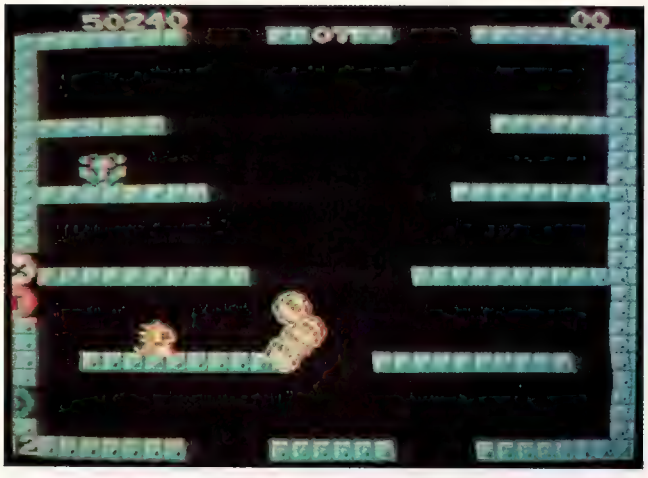
If you want to increase your score, survive 20 rounds with your first dinosaur, and you will be allowed to enter a secret diamond room that's worth 400,000 points.



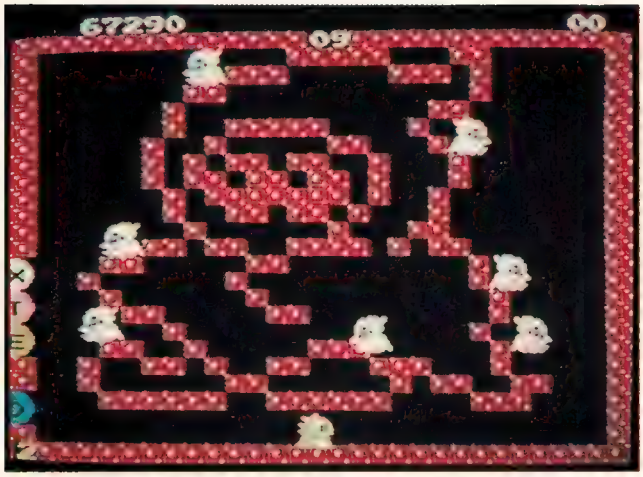
Pop the *D* in a bubble. When you have enough letters to spell *EXTEND*, you advance to the next level.



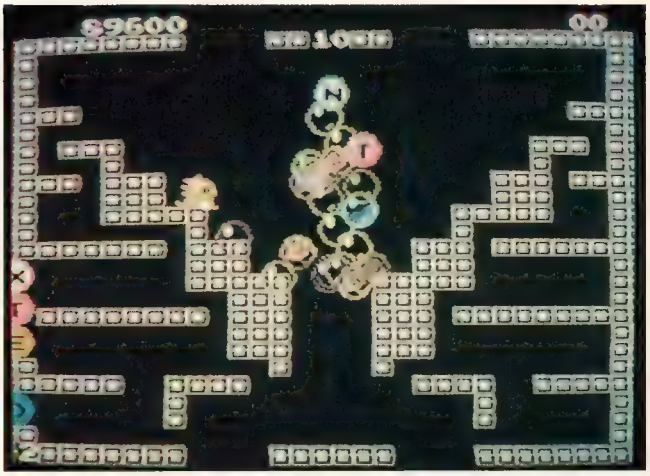
If you hop on a water bubble, like the one behind Bub, you will escape a dangerous situation.



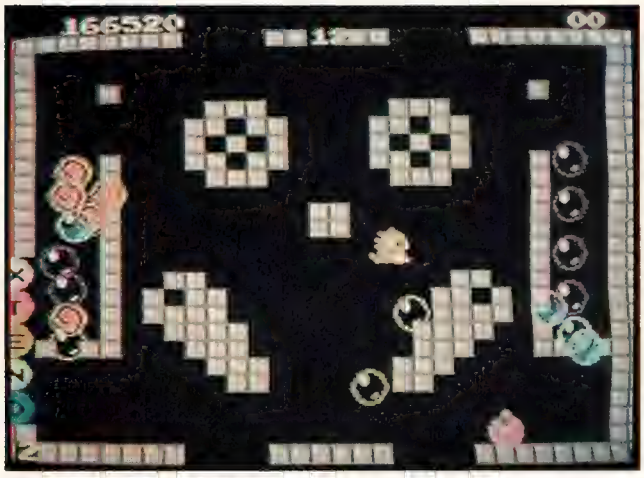
Kill an enemy by surrounding it with a bubble and hopping on it or bumping it into a wall.



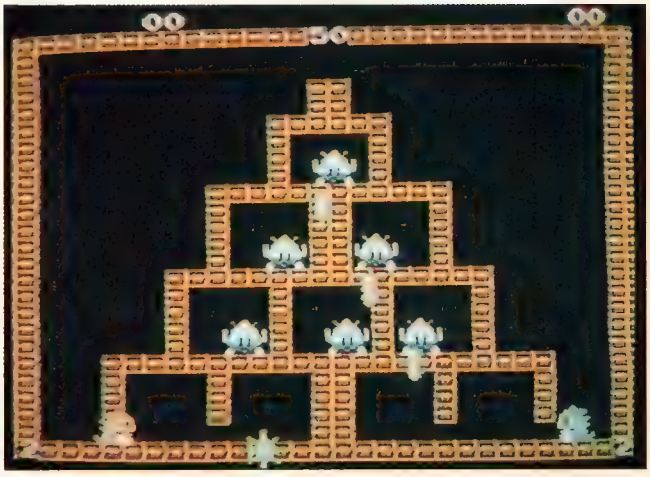
Ride a bubble to the next level of the game after you burst the beasties.



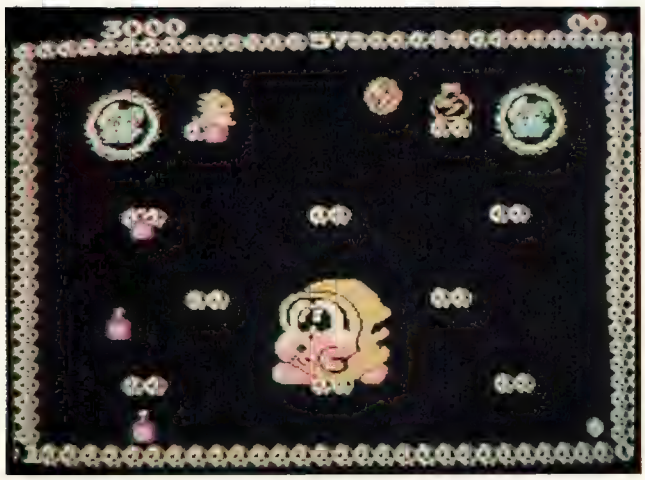
Earn bonus points with multiple kills. All these bubbles are worth 64,000 points.



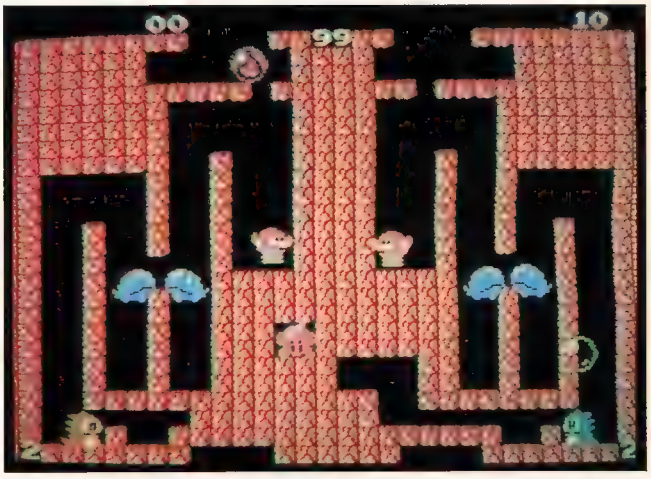
Blow a bubble, jump on top, and ride to another screen.



The Invaders on Screen 50 are some of the most dangerous enemies you encounter.



On this screen you encounter a really big enemy, but you know what to do.



Screen 99 tells you how to finish the game. To get there quickly, use the password GEJJJ.

Vic Tokai

Car-racing simulations give you the opportunity to maneuver a high-speed race car without fear of the consequences of a real high-speed crash. *Bump 'n' Jump* mixes fantasy with the tried-and-true rules of road and track, and comes up a winner.

A gang of bullies has kidnapped your girlfriend, and to get her back you have to hit the road. Your car has special powers. Not only can it drive like other cars, it can also jump up at the press of a button. You kill whatever you jump on top of, so your car is not only your vehicle, it's also a weapon. But if something hits you, you lose energy or die.

Bump 'n' Jump is a cute shoot-'em-up. Your basic objective is to hit and destroy other cars and obstacles before they hit you. The game also has an energy factor; you have to watch your output. Jumping takes energy; so does firing and killing. You want to grab as many *P*s (for petrol) as possible, and keep your tank full. When you have less than 10

Your car can jump on other cars and destroy them, or drive around them for bonus points.

Grab up *P*s whenever you safely can. They contain the fuel that keeps you going.

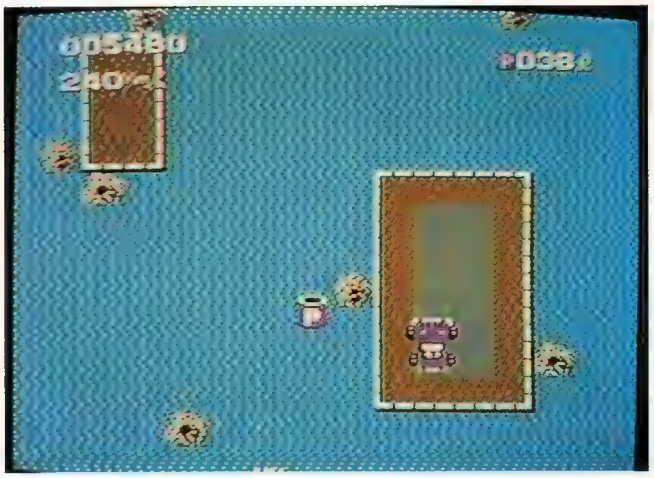
on your petrol gauge, a built-in shot protects you from energy-stealing enemies. If you run out of gas, you won't die, but you also won't be able to jump.

Playing Strategies

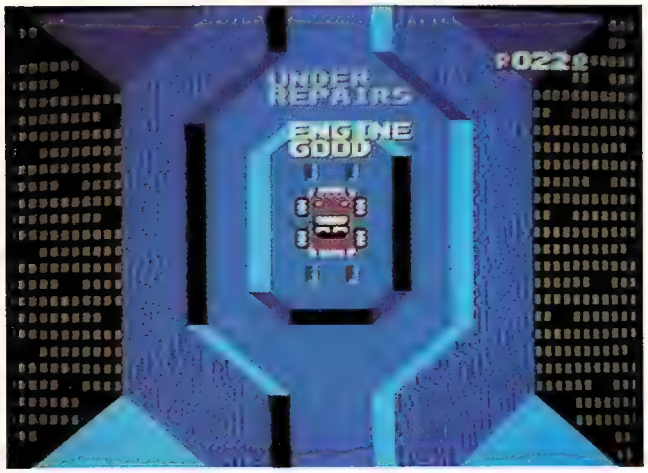
You have to decide what's worth shooting or stomping, and what should be left alone. You save energy when you run around things, but at times it will be necessary to kill. There is another incentive to be nonviolent: If you survive an entire round without killing any enemy cars, you get a bonus of 50,000 points. You also get extra points by landing on an island.

Always make sure to shoot the shops. The shops are odd shapes with four diagonal lines. When you shoot the shops, a repair center is brought down, and your vehicle is given a serious working over and sent on its way with a full tank of petrol. You want to get the shops every time you can, or you may find yourself running out of gas.

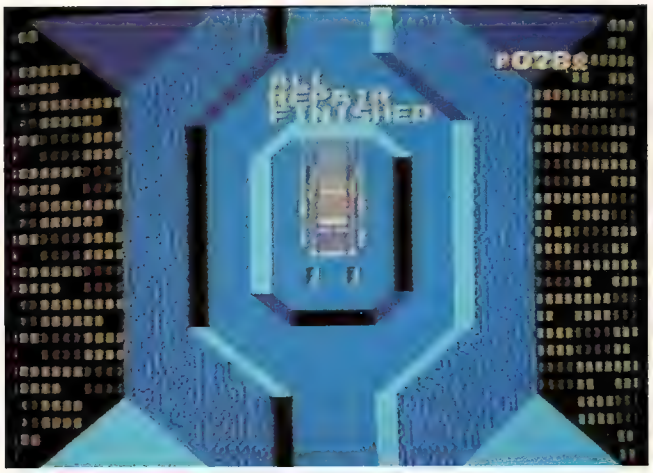
Jumping gets you across bodies of water and other obstacles that stop ordinary cars.



Jump from island to island, rather than trying to get the *P*.



When you shoot the shops, your car gets an automatic tune-up.



After your car has been repaired, you're given a full tank of fuel and sent on your way.

At the end of the round, your bonus points are added up, and you continue on a new track.

If you go off the road, you don't die, you just lose energy.

To jump over a bridge, you have to jump high but not very far.

At the end of Round Two, you pick up additional fuel by ramming into the *P*.

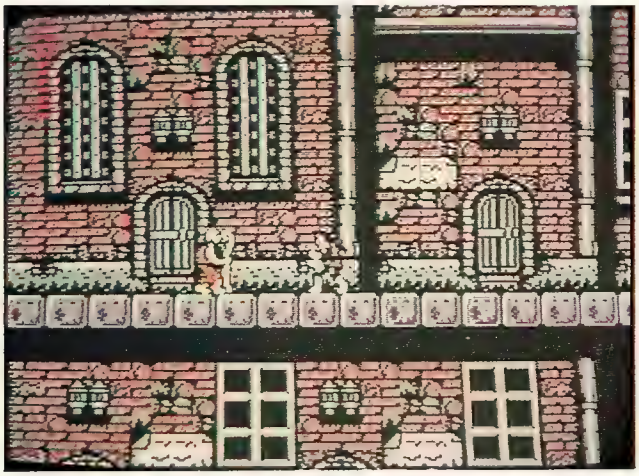
Round Three takes you to a tropical world where roads end suddenly.

Hop from one island to the next to stay on course. Every successful hop adds bonus points.

CASTLEVANIA II: SIMON'S QUEST

Konami

Castlevania II: Simon's Quest is a horror adventure game that's complex and theatrical. The story line is familiar. Count Dracula is once again undead, and he has hidden five parts of himself throughout his domain. As Simon, you must find and destroy all of these body parts to put an end to the curse of Dracula. This search is played out against an outer world and inner world of sharp, high-resolution graphics. Some of the sets look like they came right out of an old movie.



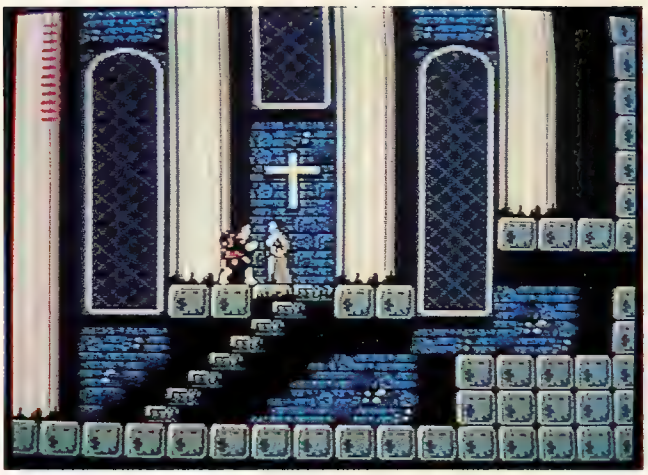
In the towns you can find treasure, weapons, and information.

This game uses many weapons that actually might have been available in the time period of the story. You won't find napalm bombs or laser guns in *Castlevania II.* Your primary weapon is an old-fashioned whip, but this weapon is powerful enough to kill Dracula himself. To master each of the five different whips that are necessary for your survival, you need to talk to different people along the way. They're happy to help you out. You should also buy the stakes that are sold in each mansion. They won't be driven through Dracula's heart, but they will help you obtain parts of Dracula.

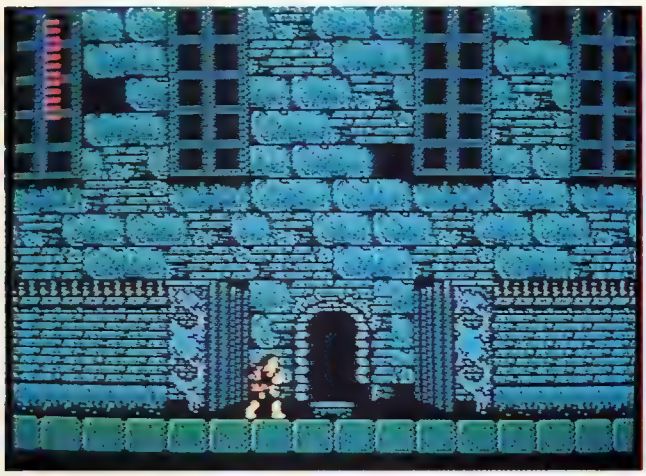
Playing Strategies

Your enemies are creepy bats, crawly spiders, and musty insects. Use your whip carefully, but get them out of your path. The big enemy is Dracula, but the showdown with him at the end of the game is more theatrical than challenging. You can use holy water to attack Dracula, but it's best just to whip him until he succumbs to your superior strength and daring.

Buy a white crystal before you set out to find Dracula. It's the first step toward magic power.



You can replenish your energy in the church and find out valuable information from old people.



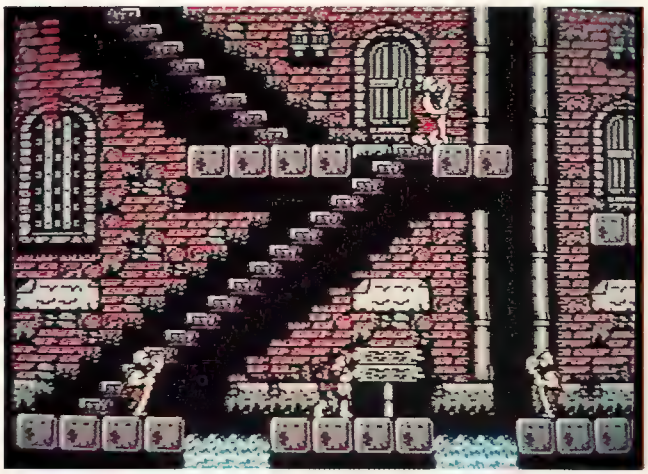
Beware of danger at every turn when you enter one of the five mansions built by Dracula.

In the town of Jova talk to people you meet. They sometimes tell you what you need to know.

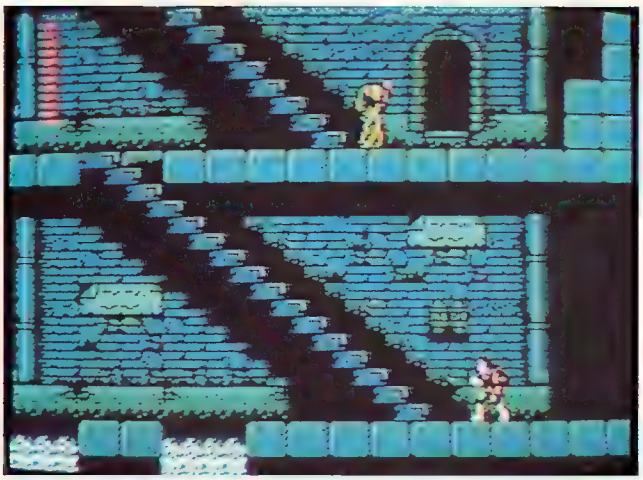
When you go through the mazes, graveyards, and forests, you find valuable information and build up experience that will help you on your mission. As in most adventure games, you need to know which weapons and other items are available and how to get them. It's especially important that you arm yourself with lots of garlic and blue or red crystals. These magic items will help you deal with confusing situations. Use them when you come to a blocked wall.

Special Strategy

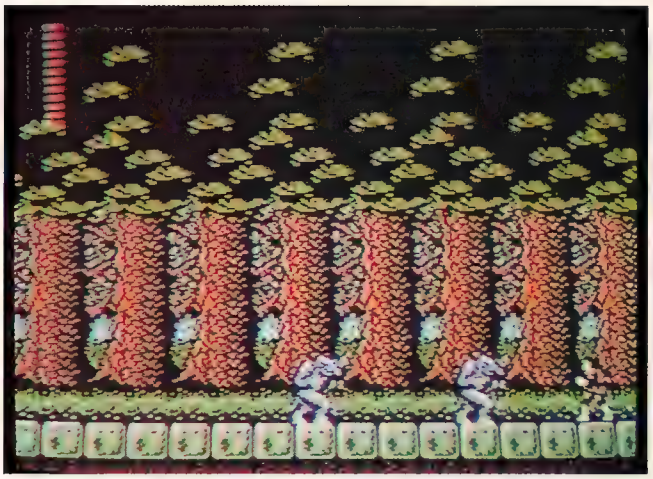
To find hidden passageways or items, use the holy water.



Simon must be constantly alert as he roams through the town looking for clues.

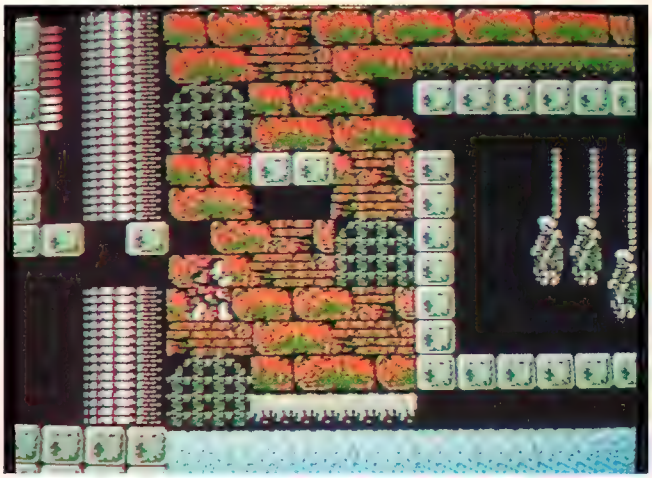


At night the fiends walk through the town, and you may find yourself in a nightmare battle.

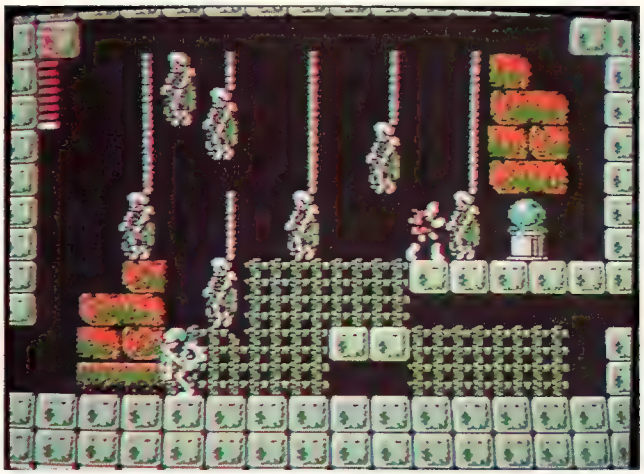


In the woods you confront many odd characters. Be prepared to fight.

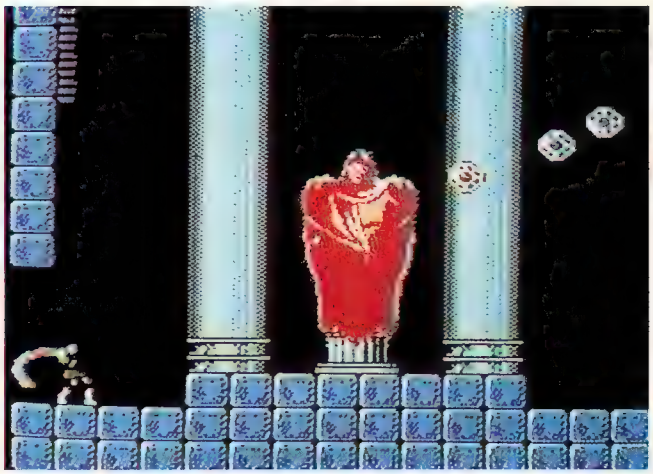
Call up this screen to take inventory of the treasure and weapons you've acquired.



The secret clues you are seeking are hidden in special rooms. Be careful and watch your step.



You need an oak stake to get the Rib Bone that's hidden in the ball.

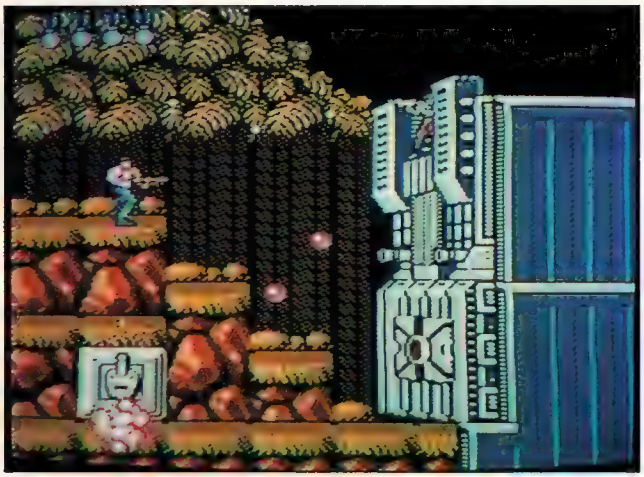


Count Dracula is not as tough as he looks; you can defeat him with your whip.

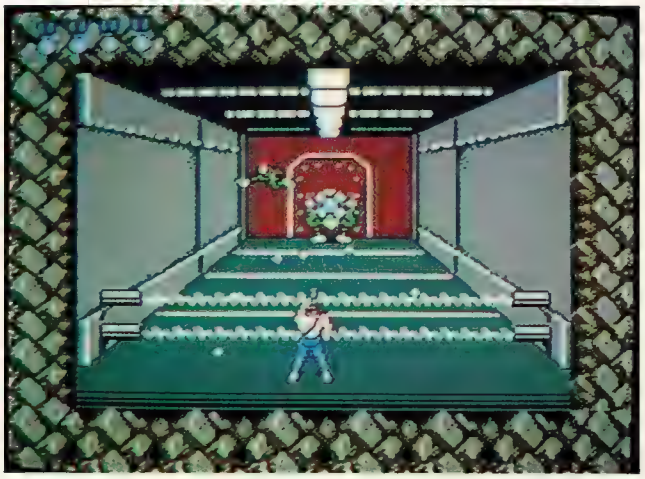
Konami

Some Nintendo games are almost nonviolent. In *Bubble Bobble,* you shoot bubbles instead of bullets; in *Bump 'n' Jump,* you get extra points for not killing cars; in *Super Mario Bros.2,* you throw eggs at dragons. But *Contra* is the most aggressive, action-oriented, overtly violent game on the market. You're not blowing bubbles, you're firing automatic weapons. You're not playing the role of an Italian plumber, you're a muscle-bound commando soldier with a sense of purpose.

Contra is one of the best-conceived games for NES. Its action and animation are a triumph of game design. The story line is science fiction, which adds a needed dimension of unreality to this highly realistic game. The year is 2631, and aliens have invaded our planet. They are determined to take over the world, and you must stop them. You play the role of Lance (Scorpion) or Bill (Mad Dog). They are mercenaries who are out to kill alien Red Falcon soldiers. You have the option to play the game by yourself



To get to Base 1, kill the soldier on top, shoot the big guns, then hit the red target.



In Base 1 the force field is deadly, but you can jump over the rolling logs of electricity.

or with a friend, in which case both of you work together to conquer the aliens. You must fight your way through eight different enemy-infested zones: the Jungle, Base 1, the Waterfall, Base 2, the Snow Field, the Energy Zone, the Hangar Zone, and the Alien's Lair.

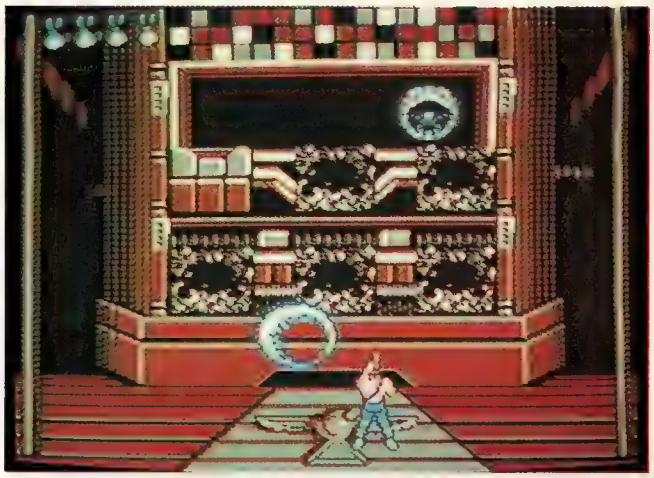
Playing Strategies

This is a tense and rapid-fire shoot-'em-up game. You start out with a simple rifle, but you quickly power up your weaponry with options that include a machine gun, a spread gun, a fireball, laser power, a force field, and a special weapon of mass destruction. You've got the ability to jump and tumble over enemy bullets. You can also get down on your belly at a moment's notice. There's a lot going on, so don't panic. By using the Start button to pause the game whenever you're in trouble, you can size up the opposition and figure out what to do. In general you want to get rid of cannons, snipers, and other stationary enemies before the big confrontations at the end of each wave.

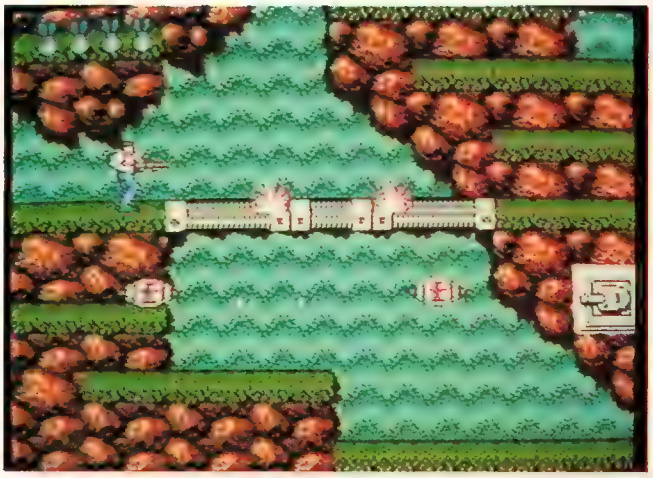
When you're in doubt about which weapon to use first, it's almost always best to use the spread gun. This is the second-most-powerful weapon you have. It enables you not only to attack what's in front of you but to destroy enemies above you and below you. If you have the NES Advantage® joystick, your spread gun and other weapons fire automatically when you hold down the "B" button, whether or not you have gathered up an additional *R* (Rapid Fire). The most powerful weapon available to you is the mass-destruction weapon. It can only be used once, so use it only when necessary.

Secret Strategy

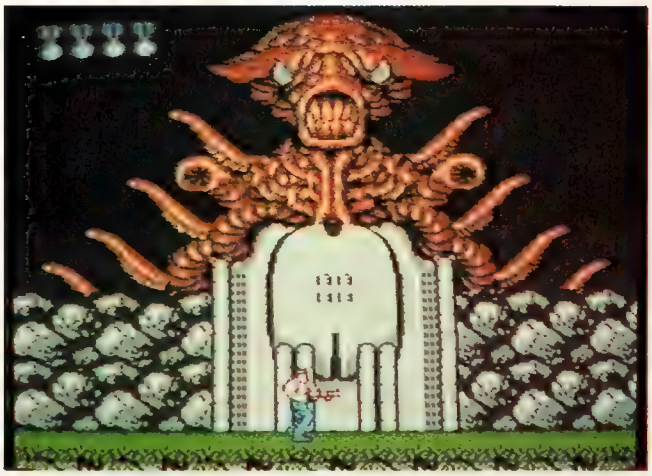
To start your game with not three but 30 Contra lives, do the following on your joystick or pad when the title screen is first displayed: Push up, up, down, down, left, right, left, right, "B," "A," Start.



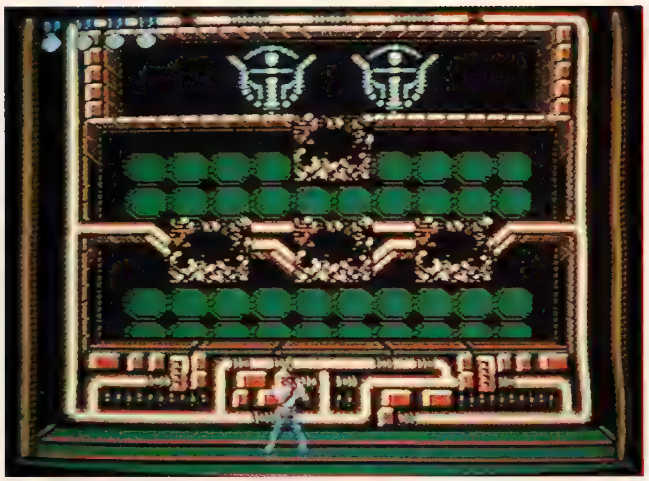
To get to the Waterfall, blow out the targets and then kill the big eye that appears.



The Waterfall is a vertical zone, where you move upwards, dodging fireballs, rocks, and enemies.

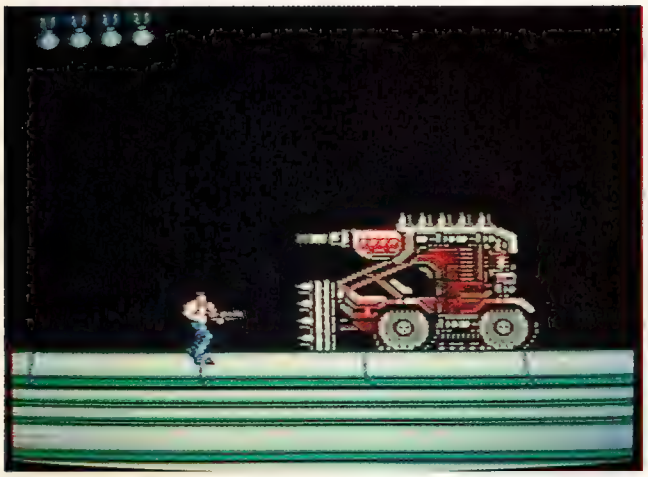


Kill this alien by destroying the red places on its tentacles and then firing into its mouth.

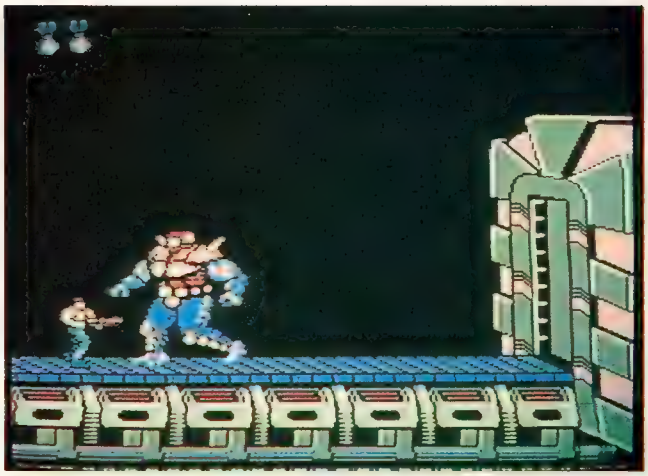


After you destroy the three red targets, shoot the two moving targets when they come together.

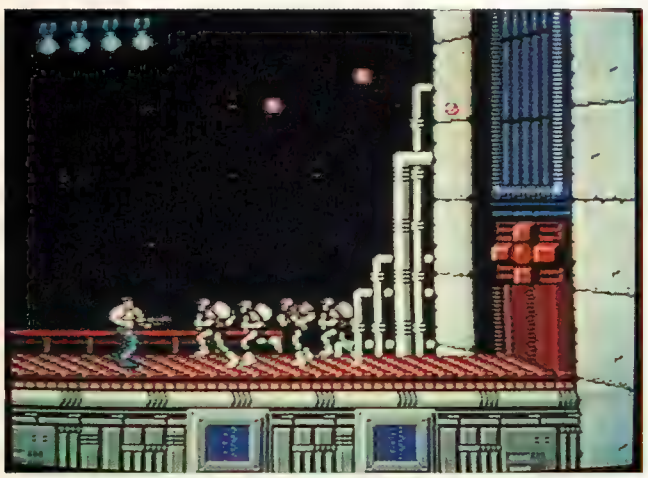
The weapon of mass destruction first becomes available to you in the Snow Field. Use it.



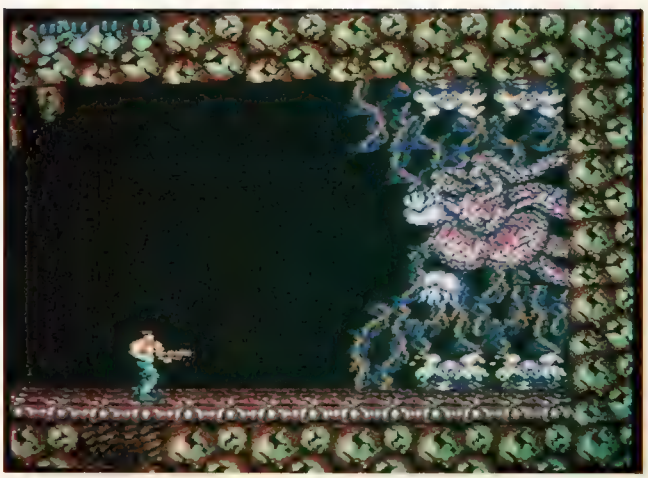
Come in close to the tank where its bullets can't harm you, and fire away continuously.



At the end of the Energy Zone, just keep shooting at the guarding robot until it blows up.



Use your spread gun to take out the enemy soldiers that attack you.



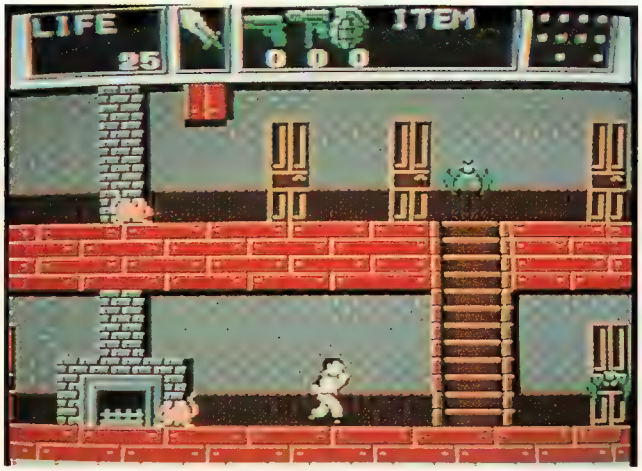
Destroy the heart of the Falcon with machine-gun fire and other advanced weapons.

DR. CHAOS

FCI

When Dr. Chaos was first released, it was almost impossible to buy a cartridge. Everyone wanted it. The popularity of this game has kept on building because it has everything you'd expect in an adventure game, including mysterious rooms, hidden weapons, vials of secret strength, dark passageways, and one thing you may not expect—everything in the game makes sense. Like most adventure games, you can program the cartridge's memory to save your score and position in the game.

A scientist named Dr. Chaos messed up an experiment with the space/time continuum, and his concerned brother, Michael, sets out to find the doctor in the bizarre wreckage of his house. You play Michael and search through mazes, rooms, and corridors on four different levels. The way in which the different levels interact with each other is truly remarkable. In most games there is little correlation between a secret room and the world outside the room. You walk through a door, do whatever you have to do



The layout is deceptively simple; once you're on the stairs, you'll encounter a series of choices.

To get this much-needed gun, you have to keep punching the wall until it becomes available.

in the secret room, such as grabbing a prize, getting a key, or killing an enemy, and then come back into the outside world through the same door. But in *Dr. Chaos* what you do while you're inside the room affects your location outside the room. For example, if you enter a secret room and start walking to the left, that action is also taking place outside the secret room. When you finally come back outside, you will probably find yourself in another location.

Playing Strategies

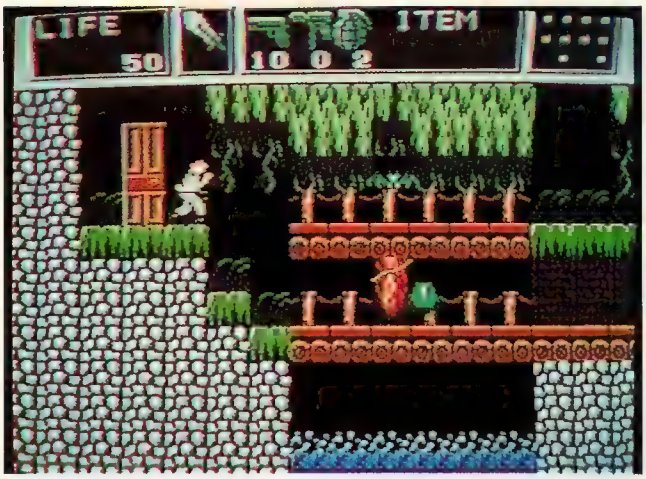
Killing enemies is the least-glamorous aspect of your adventure, but it has to be done. Most of your enemies can be killed with guns, but one may be killed with a grenade, and another with a knife.

Warp zones enable you to progress through the game. Look for warp zones in doors and windows, but one warp zone is in a closet, and one is in a hole in the wall. If you get stuck anywhere and need to find a warp zone, look on the north wall. Most warp zones are on north walls. Check for them in all locations. Don't give up. If you find yourself totally lost, reverse your direction and head south. You'll eventually work your way back to the main hallway.

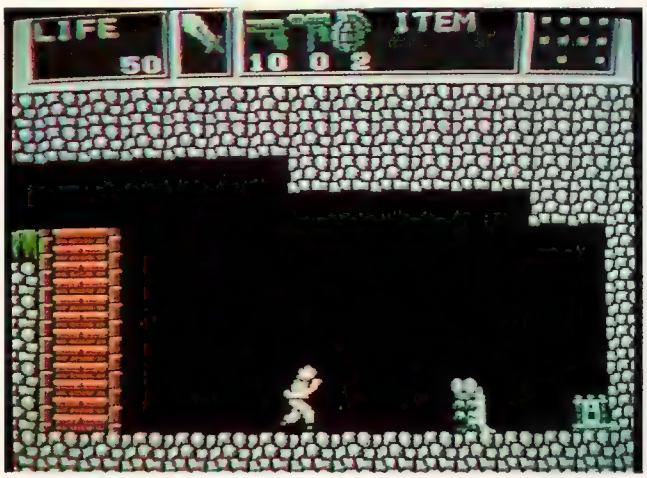
When you can't get through a wall, go into the adjacent door. Use your knowledge of the layout and go in one direction until you find an opening. It will look as if it had been blown open by a bomb. When you go through the opening, you'll find yourself on the other side of the wall. Always remember that your location is important; paying attention to details and keeping track of your movements are the only ways to find your way through this chaotic maze.

Special Strategy

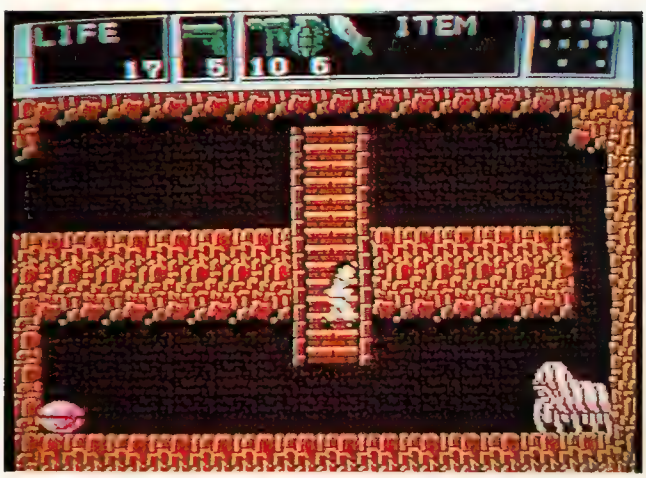
To find secret passages and weapons, use the "hit" command on walls and picture frames.



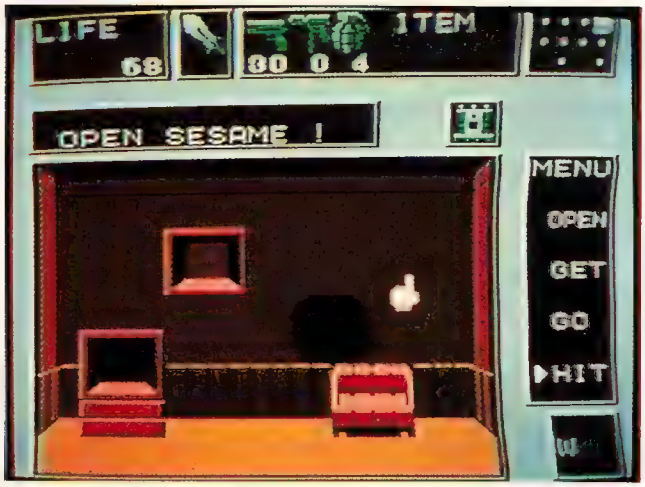
The first warp zone lands you in a jungle terrain where you find weapons and treasure.



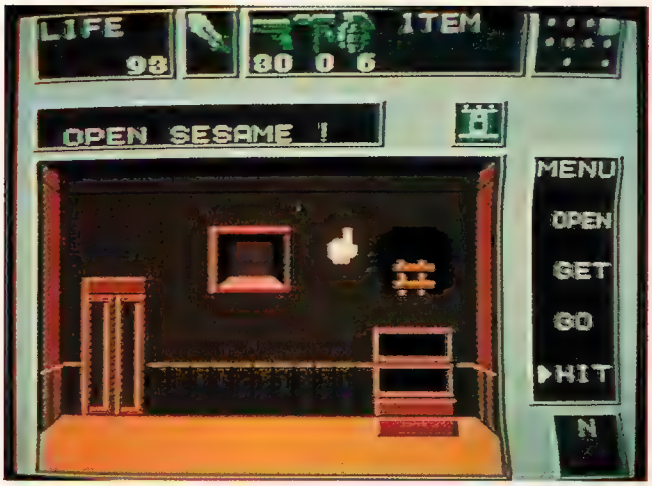
Strange creatures guard treasure, but if you use the right technique, you dispatch them easily.



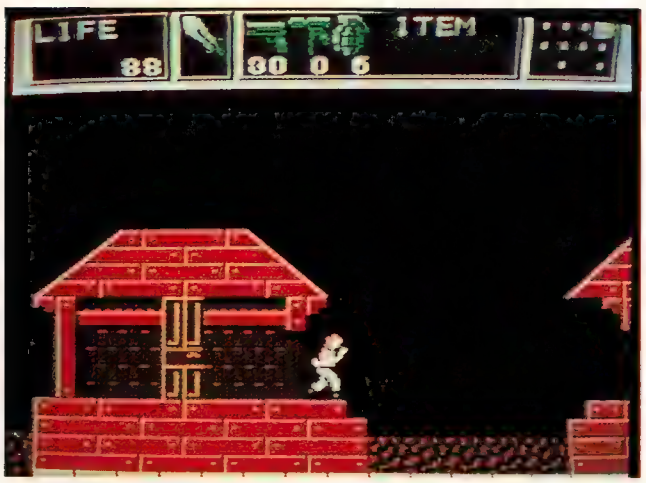
An experienced player can enter a room, get the treasure, and leave without being harmed.



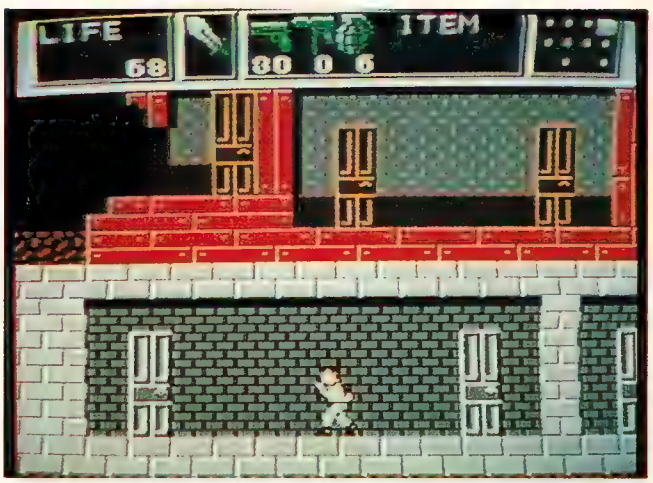
When you enter a room, keep pressing on the walls until you find a secret opening.



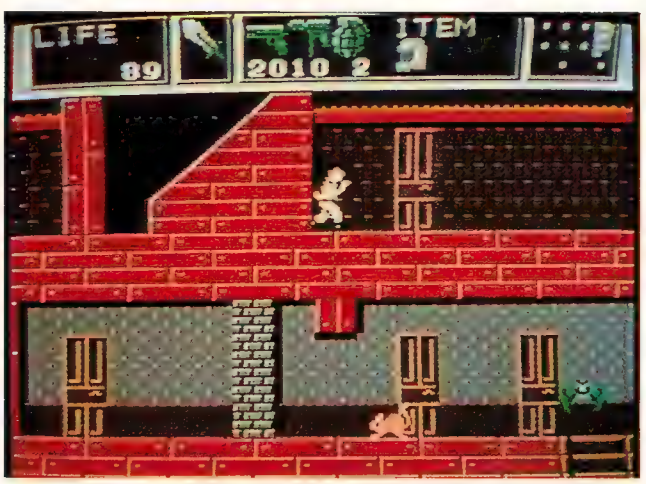
This ladder is a secret way to travel to another floor.



Explore deep into all areas; you'll be rewarded by finding special houses like this one.



There is a warp zone in the fifth door on the first floor. It will take you to new worlds.



To get to the attic and its treasure, keep looking for hidden ladders in the wall.

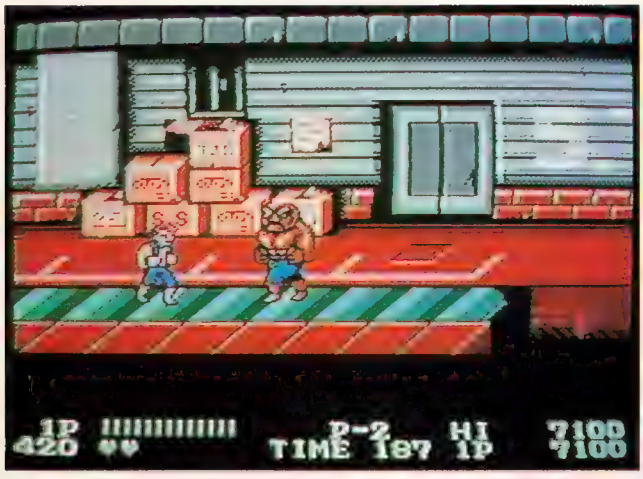
You can swim through water, but watch out for carnivorous fish.

DOUBLE DRAGON

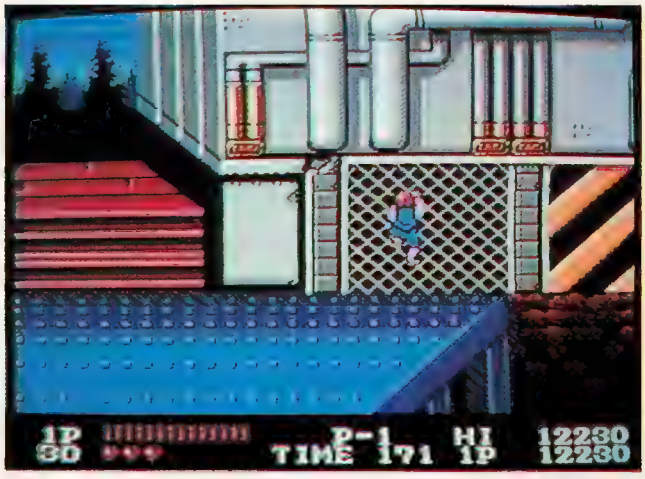
Tradewest

Double Dragon is a showdown between twin brothers, Billy and Jimmy Lee, the two most skilled martial-arts masters in the city. Known for their amazing street-fighting abilities, the twins command both fear and respect wherever they go. Billy is a good guy, but Jimmy chose to join the ruthless Black Warriors street gang and soon became their leader, the Shadow Boss. With Jimmy behind them, no one could stop these terrible thugs. No one, that is, but Billy who alone has the daring to stand up to the Warriors.

The Black Warriors have gone too far. They've kidnapped Billy's girlfriend, Marion, and taken her to their hideout. Billy pursues the gang through four rounds: the City Slum, the Industrial Area, the Forest, and finally, the Fortress of the Shadow Boss, where Marion is held captive. Using his highly developed, precision martial-arts skills, as well as making use of any weapons that he's able to take away from members of the gang, Billy struggles alone to defeat the Black Warriors and their leader, his own twin.



You can use the Boss Room conveyor belt to push Abobo to his death, but you won't earn any points.

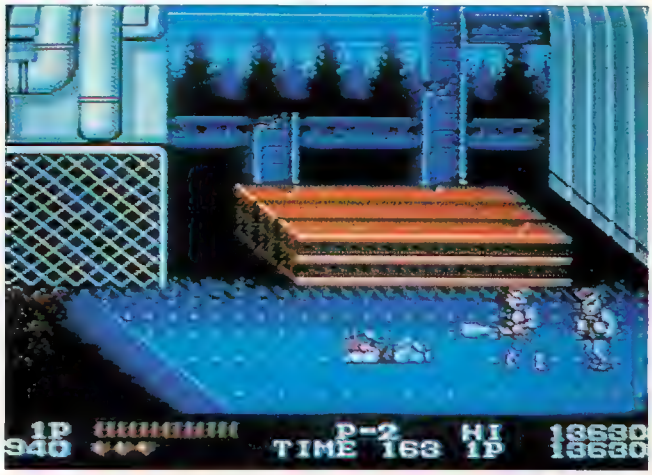


Climb the chain-link fence, and prepare to Jump Kick Williams so he'll drop his bat.

To smash your way through all four levels of *Double Dragon,* you need to use all of Billy Lee's fighting skills. When you begin the game, you're only able to punch and kick at your opponents. To perform more advanced techniques, such as the Pin Attack, Elbow Punch, Uppercut, and Over-Shoulder Throw, you must earn heart points.

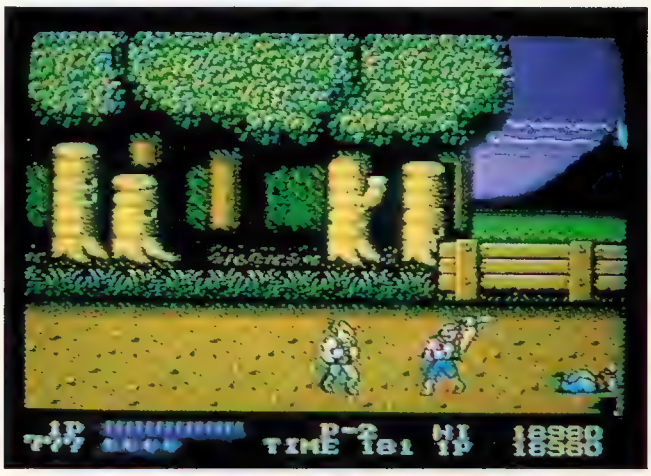
Double Dragon uses two distinctly different scoring mechanisms. One tabulates total points scored, while the other, a special Heart Meter, keeps track of the points you earn whenever you make contact with one of the bad guys. The Heart Meter has seven different levels, and every 100 heart points gives you a more advanced offensive technique.

In order to defeat the Black Warriors, you need to know their different strengths and weaknesses.



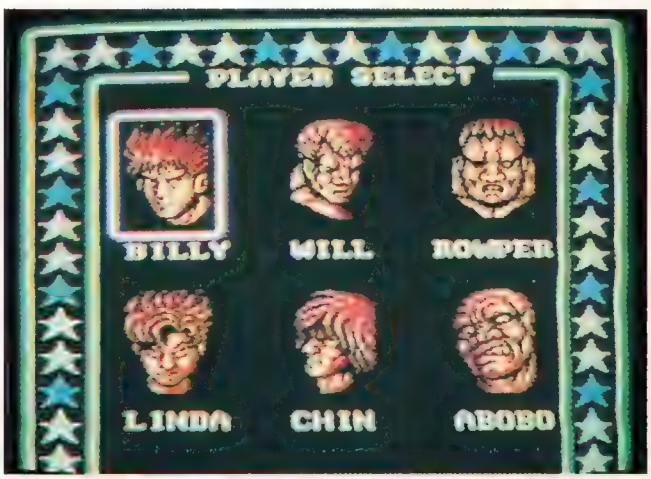
Use Williams's bat when you encounter more Williams who are armed with dynamite.

The Hair-Pull Kick is an effective weapon against Chintais who come at you with knives.



Armed with a knife, you are a formidable enemy, but don't let a hood take your weapon.

Be careful crossing the bridge. You may have to drop your bat to get in a good Jump Kick.

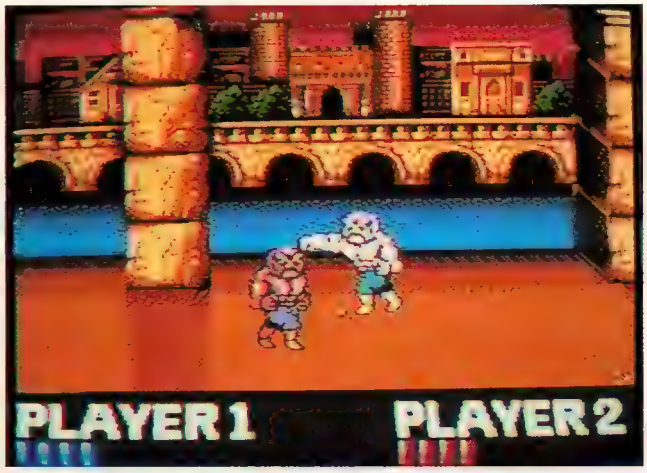


You can choose which of these characters you want to fight one-on-one.

Lopar: Stand still and wait for him to come to you. When he gets in range, kick him to the ground. If you have enough heart points, you can defeat Lopar easily by using the Hair-Pull Kick and the Pin Attack.

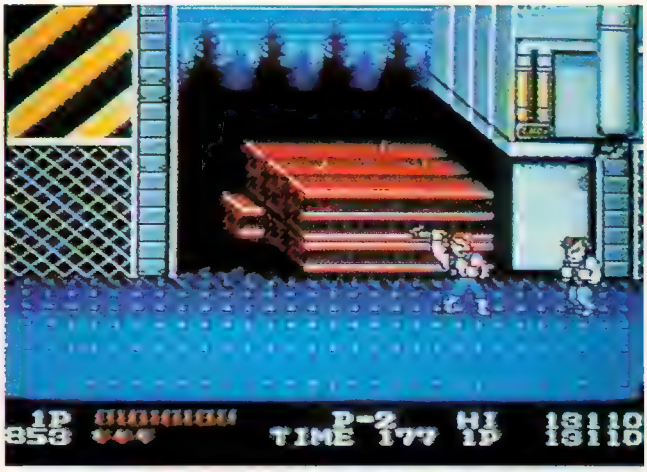
After Lopar throws an oil drum at you, pick it up and heave it back at him.

Abobo: This giant really isn't that tough. The easiest way to eliminate Abobo is first to knock him down with a Jump Kick and then to position yourself close to his knees. When Abobo starts to get up, begin kicking. Both Billy and Abobo will appear to be on top of each other; but if you stay with him, he can't hit you. Don't try to pin Abobo; it won't work.



When you fight as Abobo against another player, you become familiar with his tricks.

Williams: This Black Warrior is weak, but he's handy with a bat and dynamite. Use a Jump Kick to knock the bat out of his hand, then use it against him. If he attacks you with explosives, dodge his throw, pick up the dynamite, and turn the tables on Williams. When this villain is unarmed, use the same technique you use for Lopar.



When Williams throws dynamite at you, get it quickly before it explodes, and throw it at him.

Linda: If Linda has a whip, simply get below her and wait for her to approach you. A nicely timed kick will knock the whip out of her hand, and then you can use it if you want to. When Linda is unarmed, wait for her to approach you. Kick her until she falls, or if you can, use the Pin Attack or the Hair-Pull Kick.

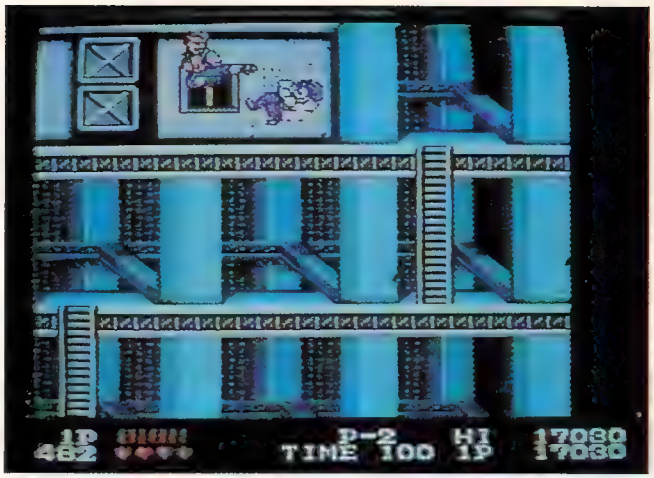
If Linda drops her whip, you can pick it up and use it as your own weapon.

Chintai: There are several ways to defeat this stubborn karate master. You can wait for him to come into range and kick him. If you

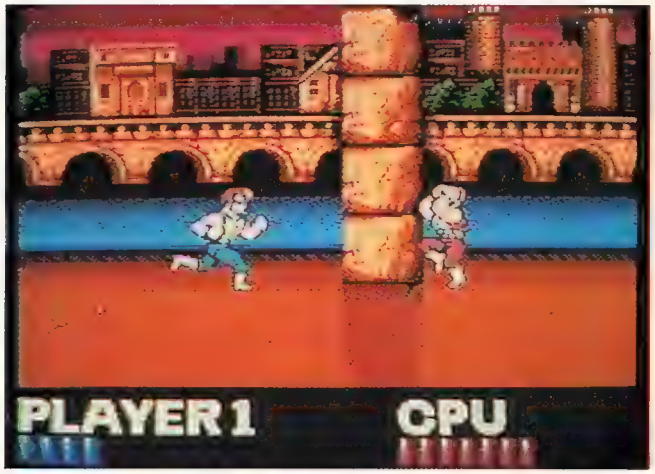
have four or more hearts, you can use the Hair-Pull Kick and throw him over your shoulder. You can also use the Jump Kick to knock Chintai to the ground. Once you've got him down, kick him when he tries to get up. You'll be on top of him, so his attacks can't hurt you. A Pin Attack won't work on Chintai unless he's very tired.

Willy: This Black Warrior carries a machine gun and looks really mean, but he's surprisingly easy to get rid of. When Willy comes on the screen, force him to the bottom and then get above him. Next, move to the side of the screen and move Willy down the wall until he disappears off the screen. (Don't worry; you won't fall off the bottom.) Bring Willy back onto the screen; then pull down quickly and start kicking. You can grab his hair and throw him over your shoulder or just kick him until he falls over. If you throw Willy out of the corner, just move him back in and keep throwing him.

Jimmy Lee: Since your brother knows the same martial-arts secrets that you know, he's the most difficult enemy you have to overcome. You need quick reflexes. Use the Jump Kick repeatedly to eliminate the evil gang leader once and for all.



If you don't have enough energy to fight Chintai, just climb down two ladders and he dies anyway.

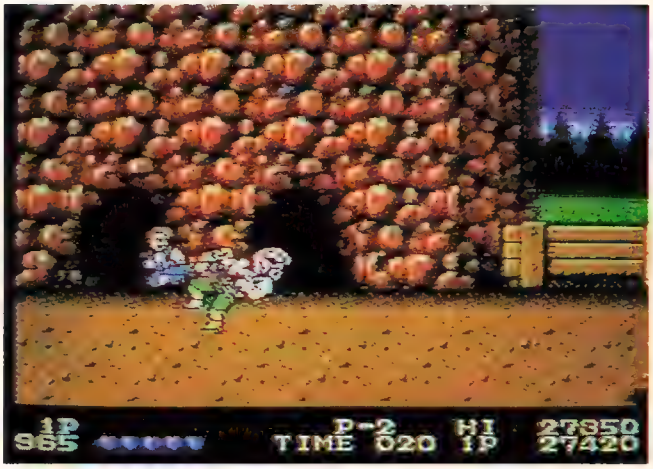


Develop your fighting skills in one-on-one matches between Billy Lee and his twin.

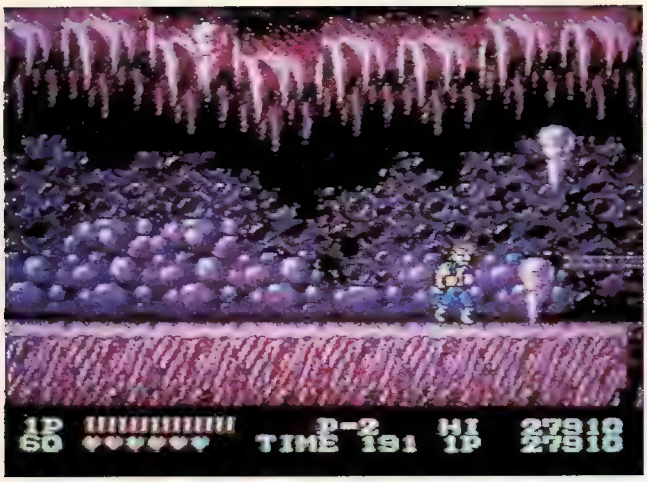
Beginning Strategies

Remember your limitations. You must earn advanced fighting techniques before you can use them. When you punch any Black Warrior, you collect heart points if you don't knock the guy down. This requires patience, but once you master the technique, you can collect enough heart points to acquire all seven advanced moves.

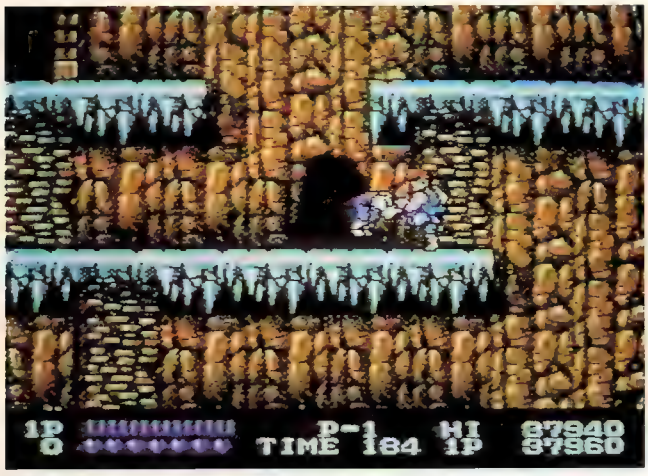
Always pick up the bat, but avoid the whip. You can hold on to any weapon for an entire round, but the whip doesn't add points to your score or Heart Meter. But whatever you do, never allow one of the nasties to retrieve a lost weapon.



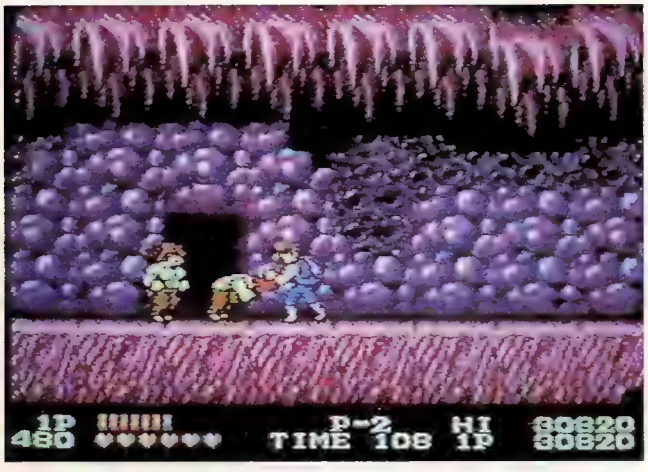
Jump Kick Abobo 16 times, but don't try to punch him out. Unless Abobo is weak, he'll throw you.



When you're first inside the cave, watch out for sharp falling rocks.



Take the first ladder down and fight the Lindas. Then go back up, cross to the last ladder, and go down until you reach Abobo's door.



After the horizontal elevators, fight two Chintais before you enter the cave. Once inside, go left.

Advanced Strategies

In your fourth mission, you encounter several obstacles that are easy to overcome when you know the correct pattern. Whenever a brick wall appears, stick close to the edge of the screen. When you encounter a band of Chintais near the end of the round, stay close to the open ledge, grab the bad guys, and throw them off the ledge one at a time. When you enter the lair of the Shadow Boss, pairs of gang members attack you. After you dispatch the complete series of characters, you come up against your brother. The game ends with Billy and Marion reunited.

Secret Strategies

Beat up the first Williams who attacks you with a barrel, and grab it. Take the oil drum to the corner directly across from where you were standing and lodge yourself in the side of the wall. Then let go of the barrel, and it will fly straight up and off the screen.

You can also make Billy walk up walls and disappear off the screen. When you come to the elevator at the end of your first mission, knock out all the Lindas and move Billy to the far right of the screen next to the wall. When Billy is against the wall, push Up and watch him prance up the screen and out of sight. To get Billy back down to earth, simply push Left or Right.

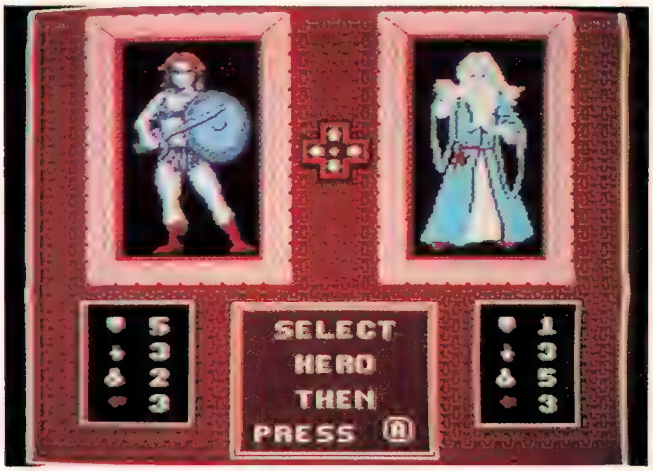
Tengen

Many players consider *Gauntlet* the best adventure game available for NES. The game combines features from the arcade games *Gauntlet* and *Gauntlet II* and adds a few new twists. There are 100 different rooms, five different levels, and a vast array of mazes, exits, enemies, potions, treasure, and weapons.

Gauntlet is a role-playing game of sword and sorcery. You choose to be one of four characters: Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard, or Questor the Elf. Your ultimate goal is to recover the Sacred Orb that is under the control of the deadly villain Morak. To claim the Orb you must find a secret combination that is hidden somewhere in the five levels. This game takes many hours to complete, but you can save your place in the game and use a password to return to the place where you were when you stopped playing.

Although *Gauntlet* is an adventure game, it requires quick reflexes, which explains its popularity in arcades. Your strategic objective is to map out a path to the Sacred Orb, but to carry out your strategy, you must destroy many deadly enemies. Some of your enemies move, including demons, ghosts, grunts, lobbers, and sorcerers; others don't move, including fake exits, stun tiles, and other inanimate obstacles.

Each character has a different combination of strength and speed, which are a character's two primary weapons. Thor is the strongest but the slowest. Questor is fast on his feet but weak. Thyra, who is the most



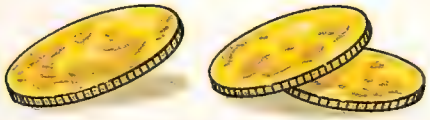
If you're playing against Thyra or Questor, choose Merlin and use his magic powers well.

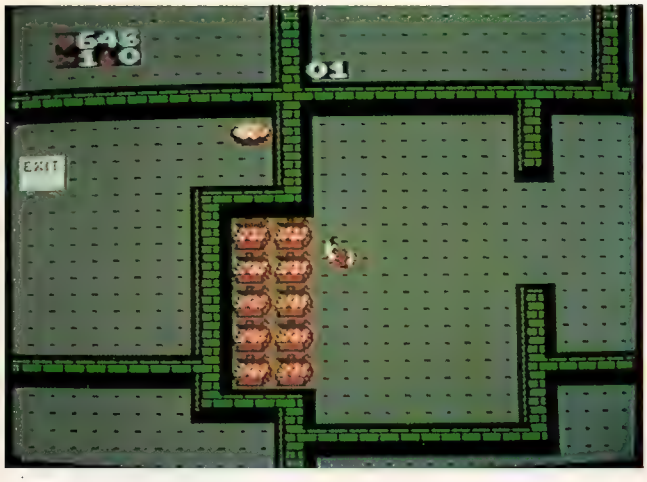
balanced character, is strong enough and fast enough to handle most enemies and situations. Merlin is slow but has his magic, so he is especially well suited for some situations. We consider Questor the Elf the most entertaining character to choose, but no matter which character you choose, your ability to persevere while under attack will be tested.

Playing Strategies

There's more to *Gauntlet* than meets the eye. To reveal the game's secrets, shoot the walls. There are hidden potions, traps, and special exits in the walls. When it looks as though a maze has no exit, shoot the walls. When you need to escape from an enemy, shoot the walls. All kinds of things are hidden in the walls waiting for your discovery.

Always pick up as much food and treasure as you can. You will need the keys and combinations that you find to get through rooms. Be sure to enter all rooms with question marks. Each of them contains a piece of the eight-digit combination that will enable you to finish the game.

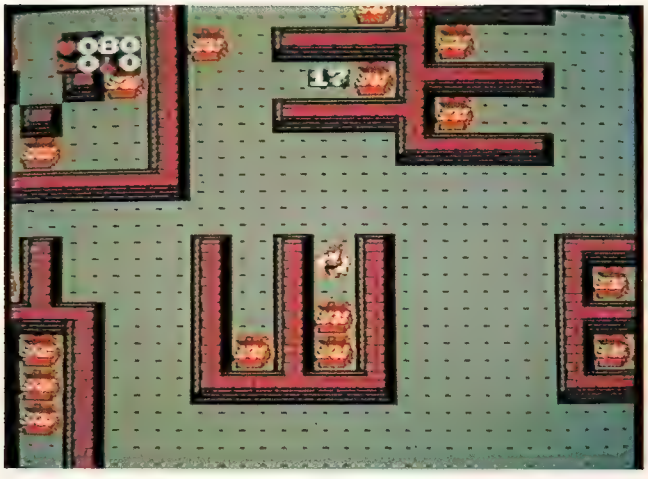




Treasure rooms are easy to master at the beginning, but they become more complex.

This "?" room holds the information you need to finish the game.

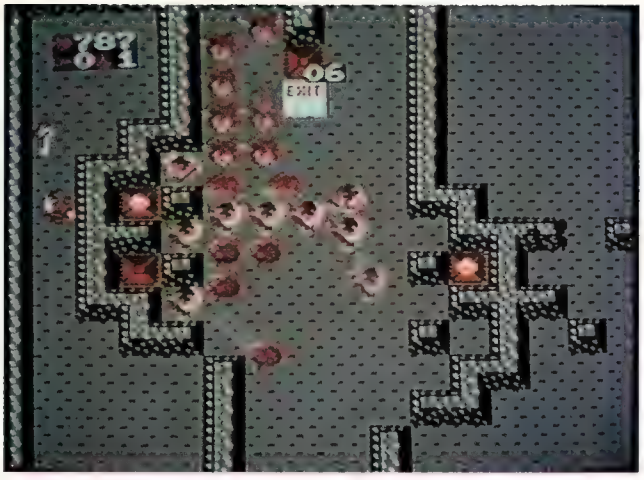
Questor uses his speed to collect treasure quickly and escape the enemy.



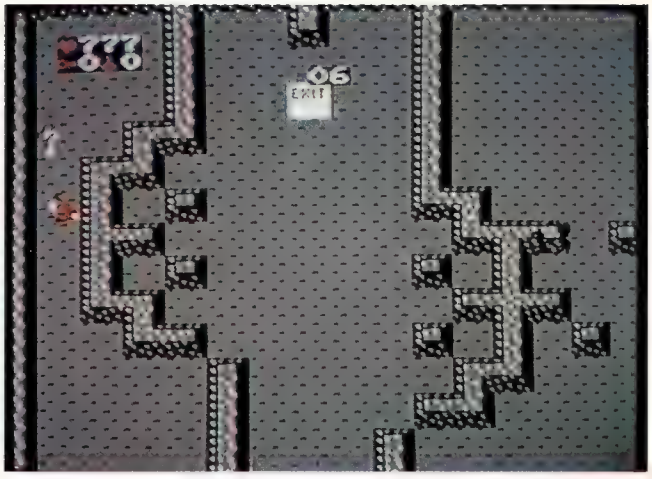
You must work quickly to collect as much treasure as you can in the treasure rooms.

No one knows why the treasure chests in Room 5 spell *EH.*

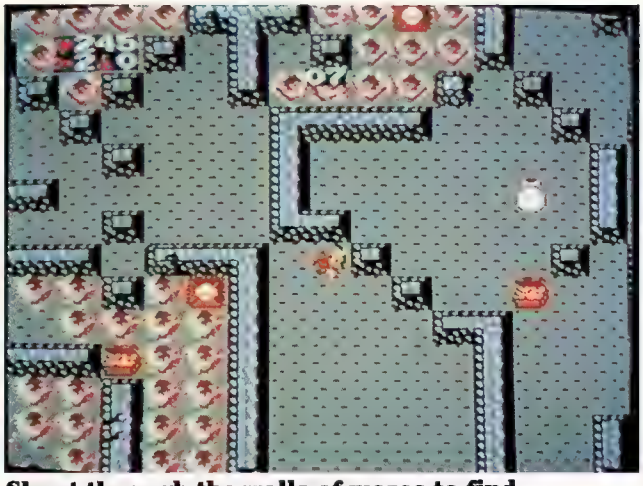
Start a two-player game, let one character get killed, and double your arsenal.



Don't let demons, ghosts, or sorcerers come between you and your goal of getting the key.



Get the key as quickly as you can, then unlock the door and head for the exit.



Shoot through the walls of mazes to find treasure, bonuses, and exits.

If you don't see an exit, shoot everything, and the way out will eventually appear.

GUERRILLA WAR

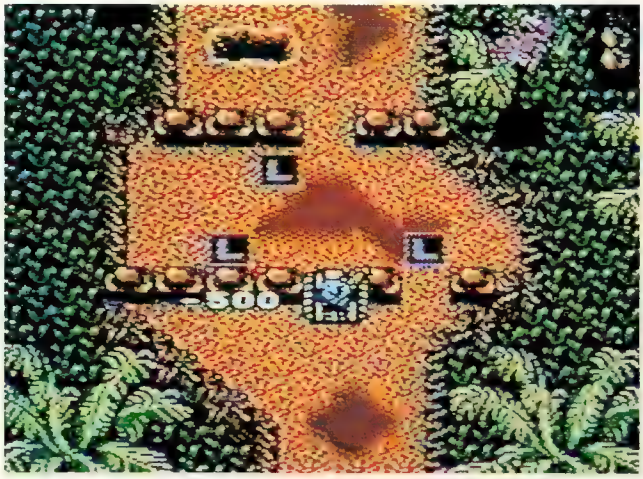
SNK

You and your buddy are trapped behind enemy lines on a mission that could determine the future of your country. A small band of rebels has sent you to infiltrate the stronghold of the ruthless dictator who rules your nation. You must rely on bravery and bullets as you encounter and overcome the dangerous situations that your enemy has constructed just for you.

You're not alone in your struggle. Rebel spies have placed powerful tanks at secret locations along the way to the dictator's palace. You can also collect special-weapon power-ups from the well-equipped enemy soldiers who constantly have you in their line of fire.

Guerrilla War is a complex and highly detailed translation of the arcade game that continued the battles popularized by *Ikari Warriors* and *Victory Road.* You fight your way through mountains and jungles, under the ground, and into the sky. Duck into

This is the territory that you must conquer in *Guerilla War.*



Collect all the special weapon power-ups that you find along the way.

trenches, toss grenades to blow a path through enemy barricades, and then open up with your machine gun to eliminate the enemy soldiers who stand in your way. The game is loaded with incentives and lots of fast-paced shooting action. With the two-player simultaneous option, *Guerrilla War* is one of the best shoot-'em-ups currently available for the Nintendo Entertainment System.

Beginning Strategies

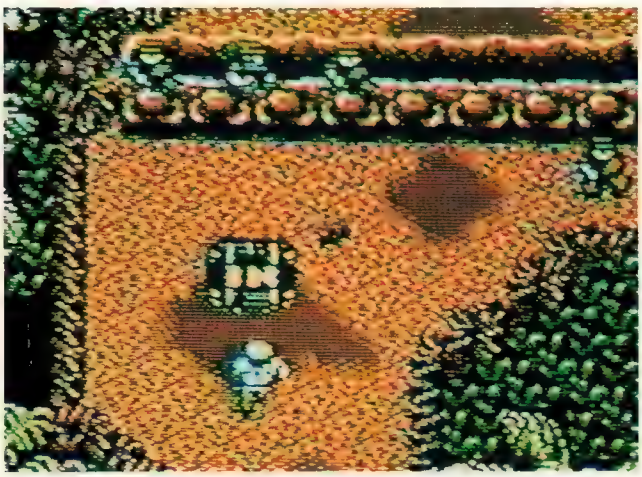
There are two basic missions in *Guerrilla War:* completing every level of action and recovering as many Allied POWs as you can to earn bonus points. But you must be careful where you aim your machine gun and throw grenades. Indiscriminate shooting results in a loss of POWs and points. When you rescue a prisoner, you receive 1,000 points. Bad shooting that injures your allies decreases your point total by 500.

Always jump in a tank whenever you find an abandoned one. Tanks give you additional firepower, and they also protect you from enemy bullets. When you see the tank flashing, get out fast or you'll end up in the middle of the explosion.

You need to use grenades or other weapon power-ups, such as a tank, when you battle

When you rescue prisoners of war, you add 1,000 points to your score.

You lose 500 points if you shoot the hostages you're trying to rescue.



This tank at the end of Round 1 will help you to accomplish your mission.

Use a tank to rescue the hostages and earn a 1,000 point bonus.

the nine boss characters. The pattern for each boss varies slightly, but you defeat them all in the same way no matter which level you're on. You have to shoot, shoot, and shoot.

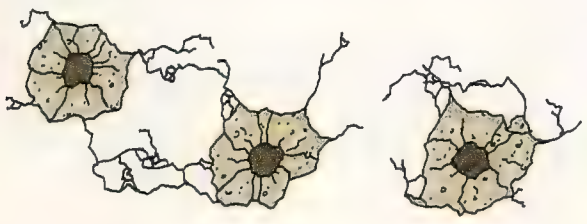
Advanced Strategies

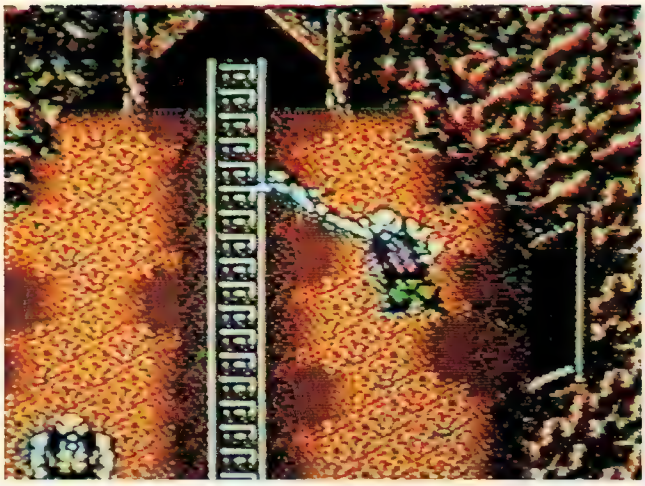
Always bomb or blow away all the barriers and obstacles in each level of play. When you do, you find helpful weapon power-ups and extra men that you wouldn't get otherwise.

In areas where there's a lot of enemy activity, you can persuade opposing soldiers to surrender by storming ahead without firing your machine gun (grenades can still be used). When your enemies raise their hands in submission, it's your cue to open fire on them, catching the soldiers completely off guard.

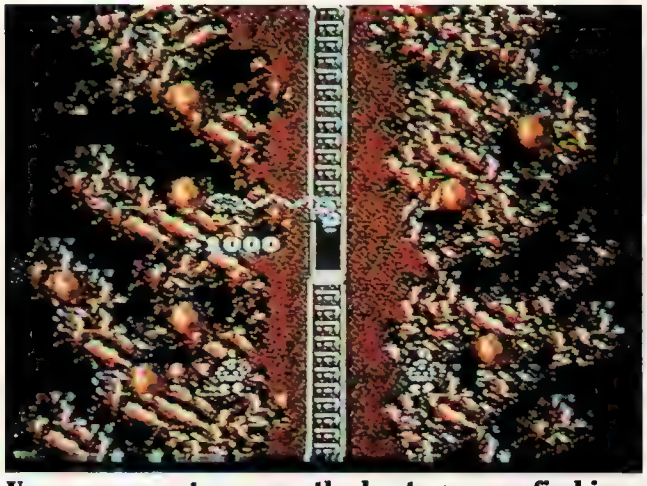
For extra protection stay in the trenches that dot the landscape. This strategy is particularly useful when you're fighting against enemy tanks and transports that require multiple hits. The trenches hide most of your body, making it possible for you to maneuver without having to avoid as many enemy bullets.

In the higher levels of *Guerrilla War,* playing with a buddy makes the game go a lot better. This is especially true in Level 5 where you're in a mine car that's roaring through an underground enemy prison. If each player concentrates on one side of the screen, you can rescue more trapped soldiers. The two-player mode works equally well in the last eight rounds.



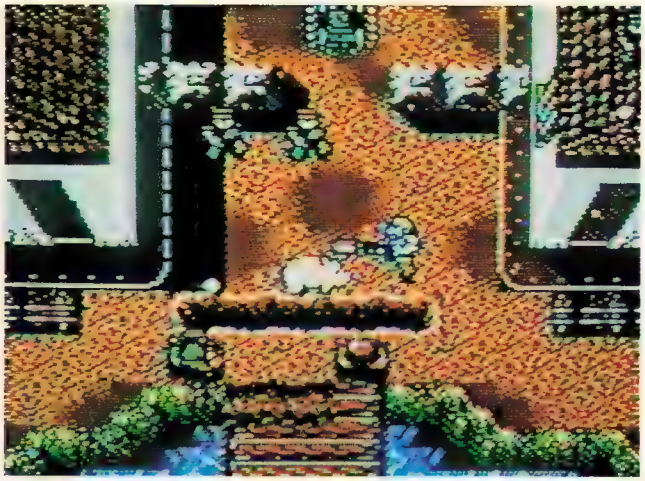


Before entering the mine shaft, you have to get by the enemy soldiers.

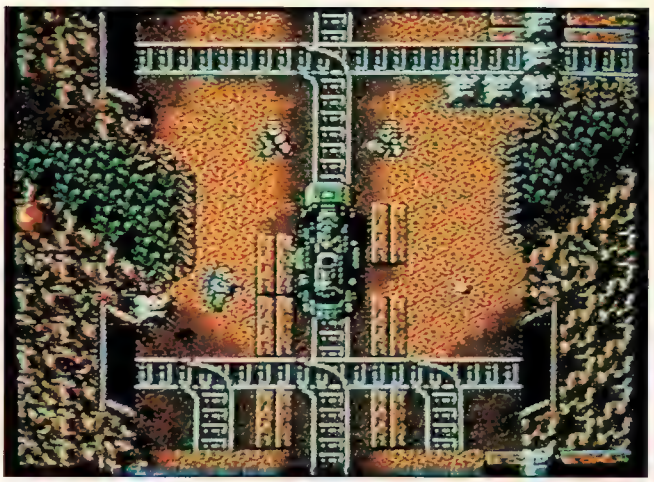


Use your rope to rescue the hostages you find in the mine shaft.

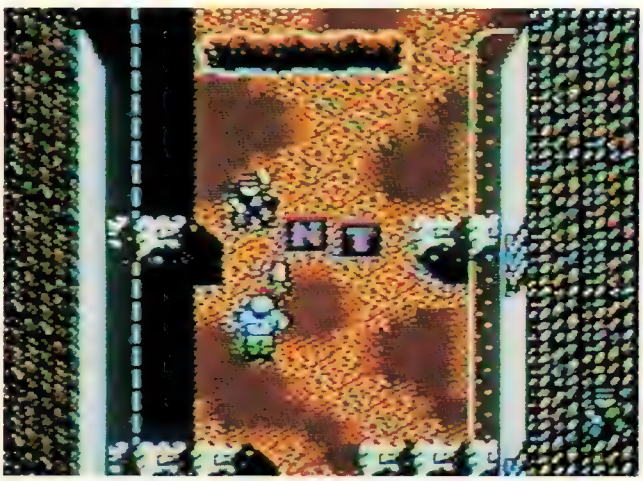
You have to go ahead and shoot the enemy even when he's got his hands up.



Shoot the pig as he runs across the screen and obtain a special power-up.

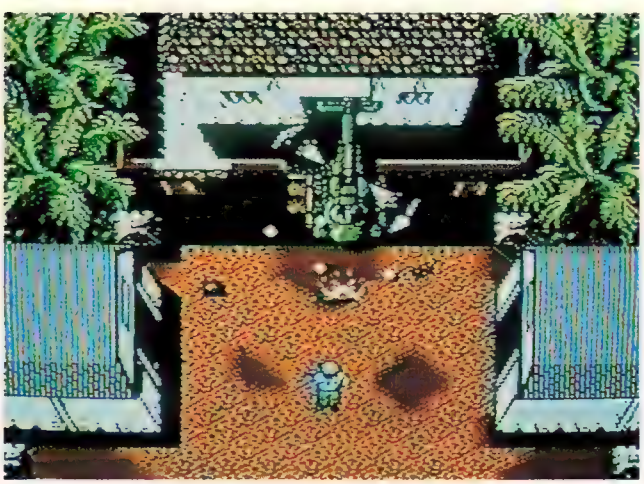


Beware of any enemy trains that you encounter on your mission.

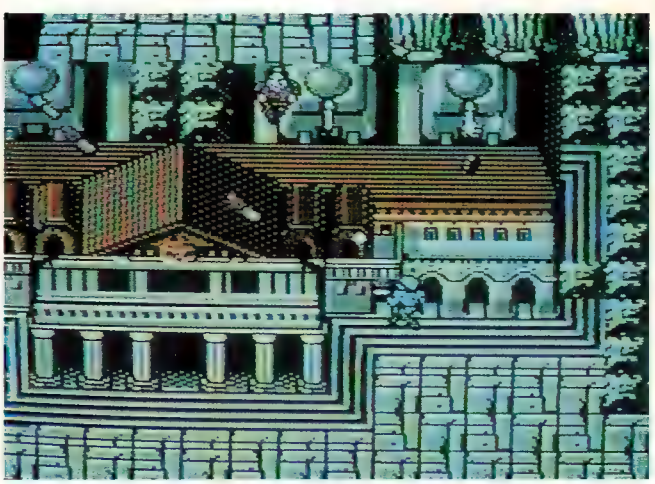


Blow away the barriers and you find necessary weapon power-ups.

Enemy supply depots are heavily guarded. If you explore one, be extremely careful.



At the end of Round 1, you have to battle against a helicopter.



In the palace you encounter very heavy artillery shelling.

Capcom

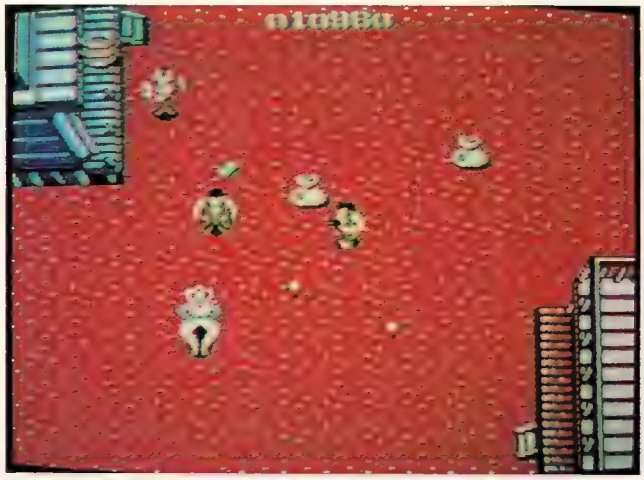
Gun.Smoke is a wild West shoot-'em-up game. You play Billie Bob, a fearless good guy who is assigned to protect the law-abiding people in a gold-rush mining town.

If you plan to protect the townspeople, you need the right weapons, and this game has many ways to power up your armament. When you make a direct hit on a barrel, your firepower increases. You can also purchase weapons at the general store, including a shotgun that shoots five bullets at once, a machine gun that shoots double bullets, a magnum that fires big bullets, and a napalm bomb that inflicts heavy damage. The general store also sells horses, which act as extra lives. If your horse is shot out from under you, Billie Bob is not killed and keeps on going with the game. You may purchase wanted posters at the store; they are expensive but necessary to the continuation of the game.

Playing Strategies

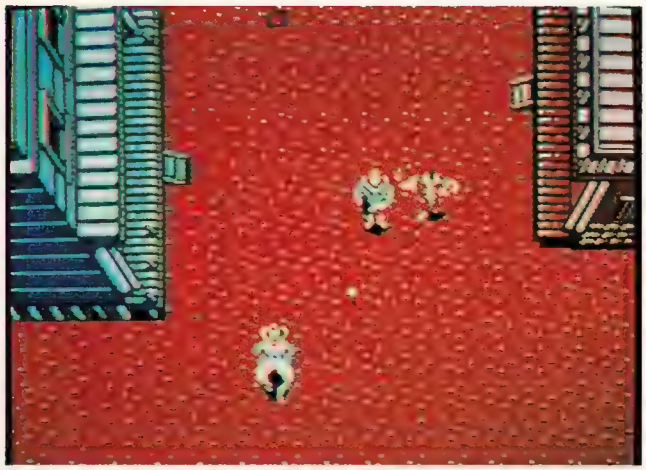
To save the mining town you must defeat six villains: Bandit Bill, Cutter Boomerang, Devil Hawk, Ninja, Fat Man, and Wingate. Each villain becomes more difficult to fight as the game goes on, so you need many power-ups to get through the game. Before you can fight a villain, you must locate his wanted poster. The wanted posters are invisible until you shoot along the path. This reveals the poster, but it takes eight shots. Once you have his poster, you can take on the bad guy.

Getting used to the shooting patterns takes a little time. The direction of the bullets is

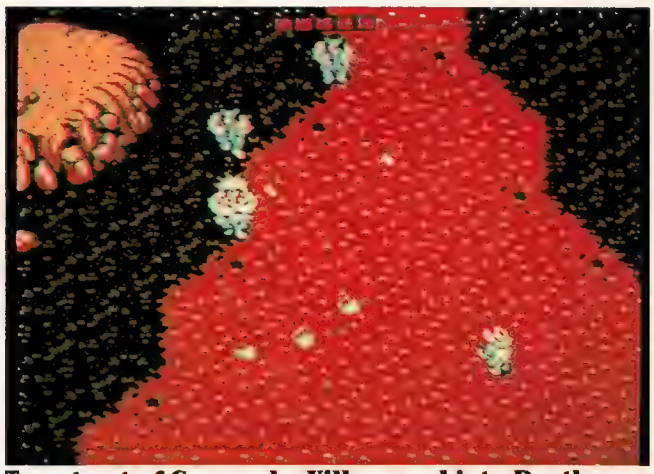


When you're mounted on a horse, you won't be killed when you're hit, but you lose the horse.

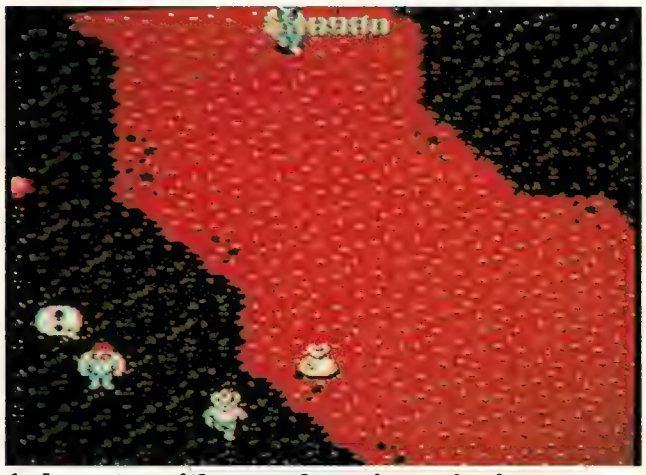
determined by the buttons, not by the directional pad. "A" shoots right; the combination of "A" and "B" shoots straight; and "B" shoots left. Practice your shooting technique; it has to become second nature to you if you plan to win a duel.



Before you can leave Hicksville, you have to shoot it out with Bandit Bill.



To get out of Comanche Village and into Death Mountain, you have to kill Devil Hawk.



A character with an exclamation point is a shopkeeper. Walk up to him; he'll take you shopping.

If you have enough money, you can buy weapons from the shopkeeper's price list.

Ninja warriors come down out of the mountains and go after you with their advanced martial arts.

Cutter Boomerang attacks from both sides, so to defeat him you have to move quickly.

Ultra

In the year 25XX an armada of alien war machines from the Gyruss galaxy invaded Earth, as well as the other planets and the Sun. These evil beings quickly erected bases throughout the solar system and stationed guardian ships to protect their stations. Unknown to the Gyrussians, a group of Earth's most brilliant scientists had hidden from the invaders since their arrival. The Earth people developed a way to defeat the evil aliens and reclaim the planets for peace; they built a sleek star fighter that could destroy the alien bases and the spacecraft guarding them. This attack ship was sent to the outer limits of the solar system when all nine planets were aligned.

You control this spaceship as it battles its way from just outside the orbit of Neptune to the Sun. At the beginning of your mission, you have a photon gun that shoots a single blast, as well as a plasma gun that fires a more powerful shot that can wipe out anything it touches. Since you're maneuvering beyond the speed of light, you travel in a circular pattern around the edges of the screen. During breaks in the action, you're challenged to perfect your fighting abilities with special chance stages, which introduce alien ships that do not return fire.

Adapted from a coin-op game, *Gyruss* combines the proven play elements of games like *Galaga* with advanced three-dimensional graphics. After you have successfully blasted your way through all the enemy bases and taken out the evil Gyrussian who controlled the Sun, a new and even more exciting adventure awaits you and your starship.

Don't shoot at crystals. If you hit one, it shatters into multiple objects.

Beginning Strategies

In *Gyruss* you have complete mobility: Use it. Since you can rotate around the entire perimeter of the screen, you're always able to find a spot where you can avoid alien ships and missiles. When the aliens first make their appearance in each stage, follow them as they come out and fire away. They don't fire when they make their entrance, so you can eliminate most aliens before they reach the formation. Also, after destroying one group of aliens, concentrate your firepower on the formation until the next group appears. By doing this you should be able to progress through the rounds quickly with relatively little threat from the bad guys.

The enemy stations that occupy the second level in each world should be destroyed as soon as the alien ships have been blown away. If you don't get rid of these bases, they continue to produce enemy ships, and each new group of fighters is more aggressive than the last. To destroy the stations quickly, fire on the bases when they are open, or use your plasma weapon.

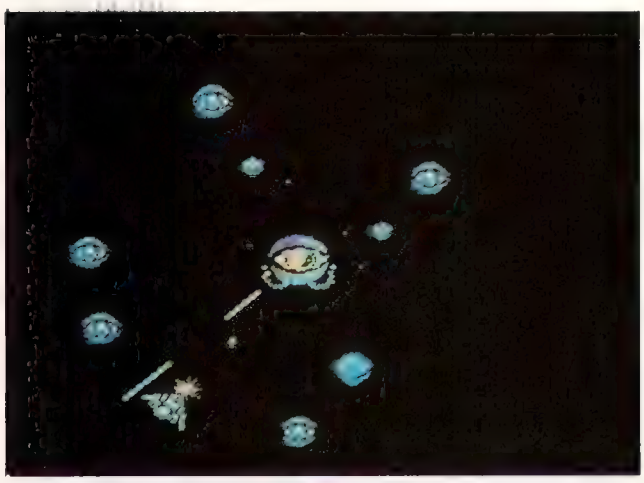
Avoid shooting at crystals and meteors. Instead of reducing their threat, shooting them multiplies the danger, since they shatter into multiple objects when they're hit. If you run into a crystal or meteor, don't try to attack; just move out of the way.

The Gyrussians launch many special weapons at you, and each one must be destroyed in a different way. In most cases you should concentrate your attention on these hazards only after you have eliminated most of the alien ships in the formation and when the weapons are not close to the outer rim. If they get close to the edge of the screen, move to the opposite side of the circle and resume your attack from there.

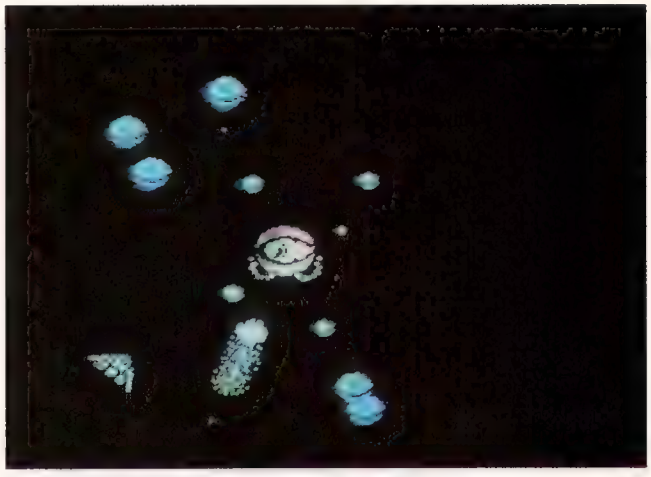
You can also pick up a double shot that enables your ship to fire two shots at once instead of just one, bombs that destroy everything on the screen, larger plasma shots that blow up everything in their path, and extra men from the orbiting probes. Always remember to sweep past these power-ups whenever they appear.

Advanced Strategies

The most difficult part of *Gyruss* comes when you encounter any one of the ten bosses who guard the planets and the Sun. These aliens are faster, meaner, and tougher than ordinary Gyrussians. To get past each of these high-tech horrors, you must know the movements and methods of attack that each boss uses. You should also be aware that these guys can only be destroyed by multiple hits, and they often change into other types of aliens after they've been damaged.



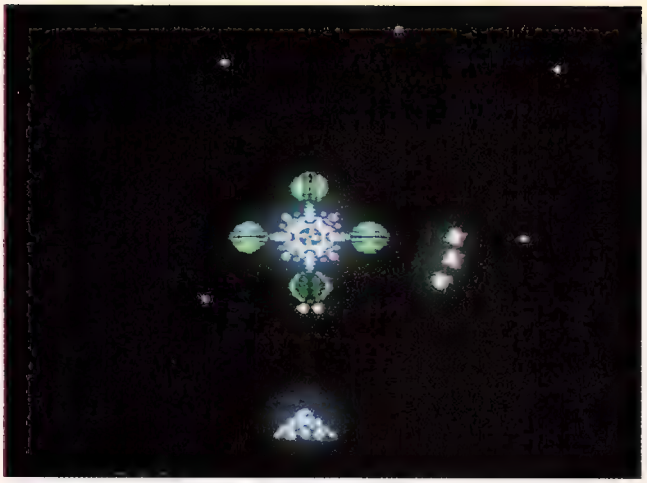
The Sun fires on you with laser beams, but if you keep to the bottom of the screen, you avoid them.



Blast away at the giant eye with your Ultra-Lazonic Phaser Boosters.

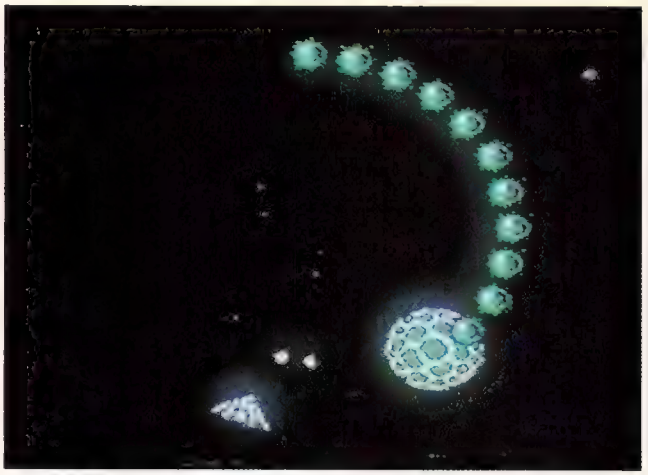
Here's a complete plan of attack for each of the ten boss aliens:

Neptune: You encounter the first boss only three warps into the game. This Gyrussian base sits stationary in the middle of the screen and is armed with four attack pods that are located on the top, bottom, left, and right sides of the ship. These pods fire spreads of three deadly missiles each time they open up, which is also the only time that you can blast them (unless you use a plasma ball). Watch their pattern of opening and closing, and you'll soon discover that there's a clockwise rotation from top to right to bottom to left. Concentrate on one pod at a time, and shoot at it. Move when it fires, and wait for it to open again before you resume shooting.



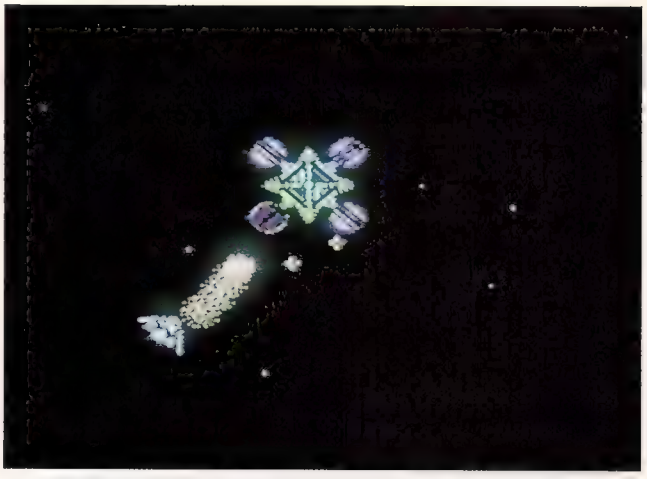
When a pod on the Neptune base opens, blast it with your Neo-Bomb-Blastic Cannons.

Pluto: This is one of the most difficult boss characters. When you fly onto this screen, you'll see a large glowing orb close to the outer rim. Get away. The orb quickly zooms around the circumference of the screen releasing 11 green globes that wander to the edges of the screen to attack. While they are giving you problems, the orb itself slowly circles the outer rim of the screen. Use plasma balls to destroy the globes. Watch out: When you destroy one of the globes, it releases a missile at high speed. Carefully time your attack on the remaining objects so that you don't get in their way.



Pluto is an orb that releases 11 globes that you must destroy with your plasma weapon.

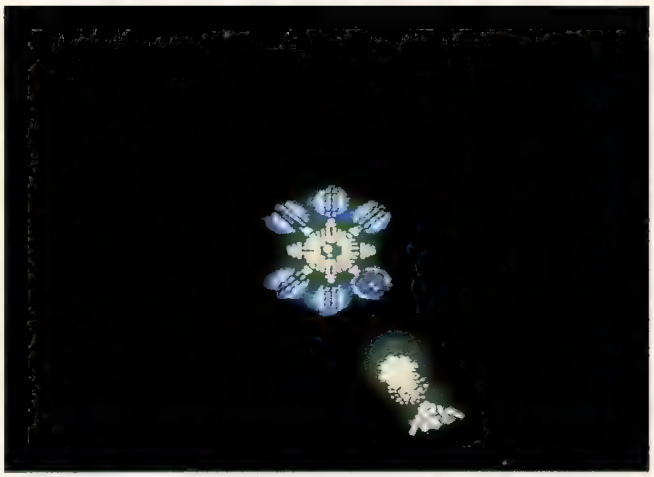
Uranus: This boss is similar to Neptune; it also sits in the center of the screen. On the surface of this base, you find four pods that should be destroyed, using your Neptune strategy. The only difference is that this boss fires homing missiles that lock on to your position and make a beeline for your ship. These missiles can be destroyed, so keep moving and keep firing. Watch where you are on the screen, because when a pod fires from the other side of the enemy station, your location dictates where it goes. After you've destroyed all but one pod, the boss fires



The four pods on Uranus open in a clockwise rotation. Blast a pod when it opens.

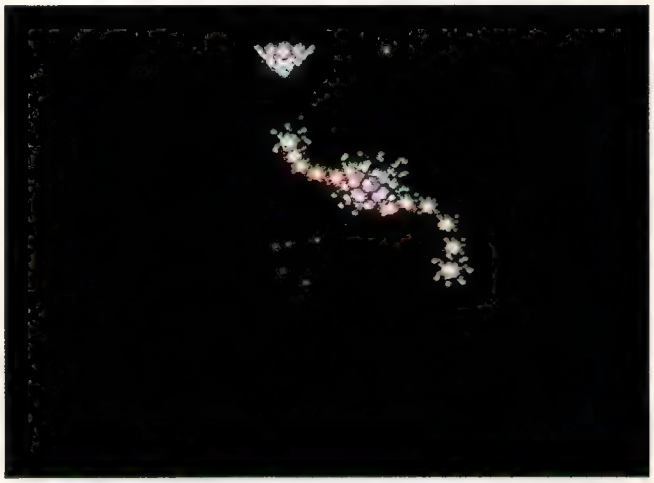
three times as many guided missiles as it did before. Get in front of the pod that is shooting, and fire as fast as you can to get through the missiles to the pod itself.

Saturn: The fourth boss you encounter is also a base situated in the middle of the screen. This station boasts six pods, and they fire a combination of the homing missiles and indestructible barriers. These walls reach to the edge of the screen, blocking your shots, and will destroy your ship if they collide with it. Draw off these barriers and concentrate your firepower first on the top row of pods and then on the bottom row. Follow the pods as they open up in a clockwise direction, and let 'em have it.



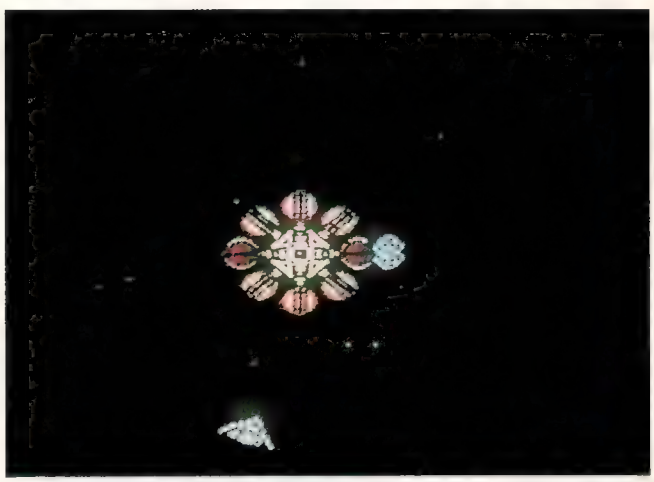
Fire your Ultra-Lazonic Phaser Boosters at the alien base that guards Saturn.

Jupiter: A large asteroid circles the outer rim of the screen, firing smaller meteors off the screen as it goes. Avoid the smaller meteors and fire at the large rock, staying in front of it to make sure the projectiles it fires don't get in your way. When the asteroid has been blasted four times, an alien organism is revealed and two long tentacles sprout out of the creature's sides. The alien uses these arms to reach out to the edge of the screen and destroy your ship. Once the alien has been exposed, use your plasma balls to wipe it out.



To defeat the alien with long tentacles on Jupiter, dodge the arms and shoot the center.

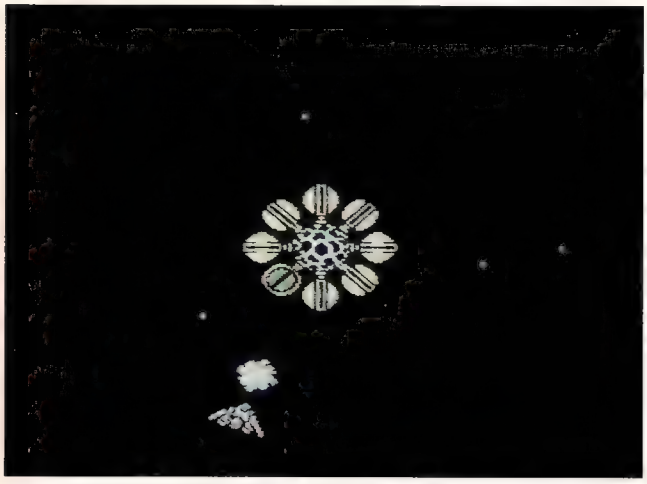
Mars: This boss is one of the most difficult because it has eight pods that fire three-shot spreads. The pods at the top, bottom, left, and right also release blue barriers that drift to the edge of the screen and quickly separate in different directions, destroying anything in their paths. Concentrate all your photon and plasma firepower on these pods before attacking the others.



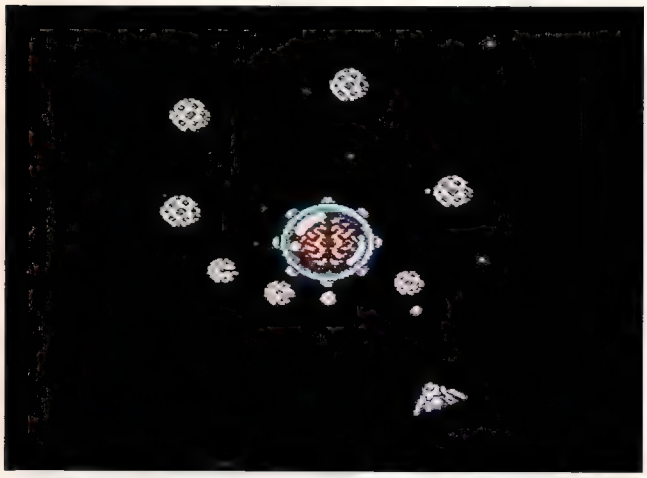
Use the Ultra-Lazonic Phaser Booster to destroy the alien boss on Mars.

Earth: When you finally reach Earth, there's no welcoming committee, just three high-speed alien fighters flying in circles in the middle of the screen. Since the ships spin in different directions and are extremely close to the edge, they are very difficult targets to

The alien ships that guard Earth move at different speeds and in different directions.



Fire on the pods on Venus when they are open and vulnerable to attack.



Use plasma shots to destroy the meteors the Bubble Brain shoots at you from Mercury.

hit. The blue ship fires deadly plasma balls, the orange ship shoots dual missiles, and the purple ship releases homing bombs. Move frequently, and watch out for the last ship; it picks up incredible speed and becomes very difficult to destroy.

Venus: This base has eight pods that shoot three-shot spreads, destructible barriers, and indestructible barriers. Use the same techniques outlined for the Mars boss and avoid enemy fire. It's very crowded here, but you should be able to find enough room to make it through.

Mercury: The Bubble Brain Boss waits inside a special container that has pods attached to the same eight positions as the Venus and Mars bases. These pods hold meteors that fly out to the edge of the screen whenever you get near their positions on the outer rim. Circle clockwise to draw the pods off, and fire, fire, fire. (Plasma balls are useful here.) Once you have destroyed the pods, the bubble explodes and releases the Bubble Brain, which constantly fires lasers. Keep shooting and moving around the edge.

Sun: The final boss is definitely the most dangerous. Before you reach the Sun, you have to run a gauntlet of fireballs that come whizzing out of the void at dizzying speeds. Once you reach the large fireball, it begins shooting smaller fireballs in every direction. Avoid the fireballs and concentrate your attention on firing at the Sun. When the Sun has been hit many times, a giant eye reveals itself and begins unleashing smaller eyes. Sit at the bottom of the screen and shoot out the smaller eyes. They always come out in the same pattern. When enough damage has been sustained by the main boss, the eye becomes red and starts firing laser beams. Keep moving at the bottom of the screen, clearing out the small eyes and avoiding the lasers. Keep shooting until the solar system is free.

SNK

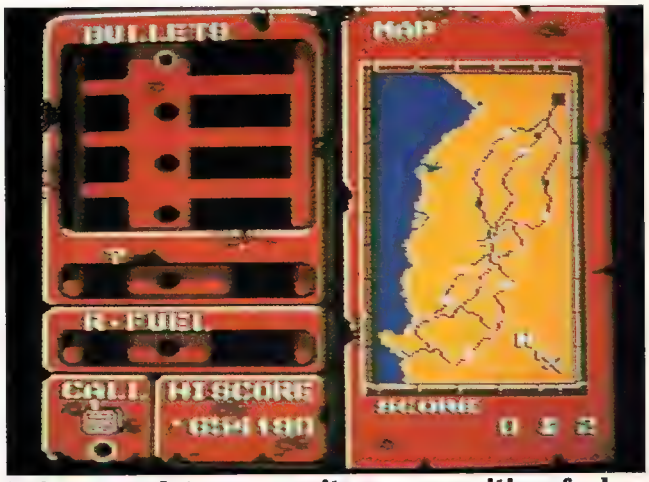
Iron Tank isn't exactly a fantasy game. It's loosely based on the World War II Allied invasion of Normandy and gives players a chance to pretend that they are participating in history. Many of the characters, weapons, and objectives are recognizable, but other aspects of the game have nothing to do with actual events.

You take the role of Paul, an Iron Snake commando, who drives an Allied tank. Your objective is to find and destroy enemy headquarters, and to rescue as many prisoners of war as you can. At the start of the game, you don't have much power, but you become more intimidating as you add capabilities, such as rapid firing (*V*), armor piercing (*F*), explosives (*B*), and long-range firing (*L*). Your enemies also become more intimidating as you go along.

In this game you don't just fire mindlessly at your enemies. You track your course on a map, which can be viewed full screen when you touch the Select button. The map also shows your energy gauge, which should be monitored closely. Every time you fire, the amount of energy on your gauge goes down. Even though it seems like you start the game with plenty of fuel, you need a good sense of fuel conservation to get to the end of the game. You have to balance your shots against your available energy reserves, and you have to plot your path to the goal.

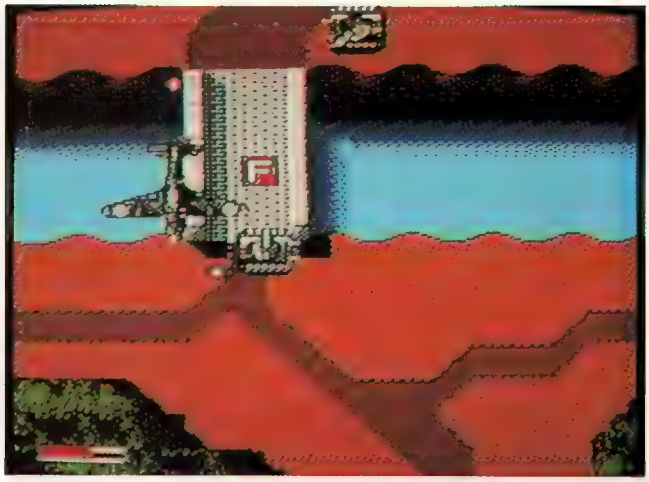
Playing Strategies

Always rescue POWs when they appear. They may have a message for you that helps you



This screen lets you monitor your position, fuel, and military strength.

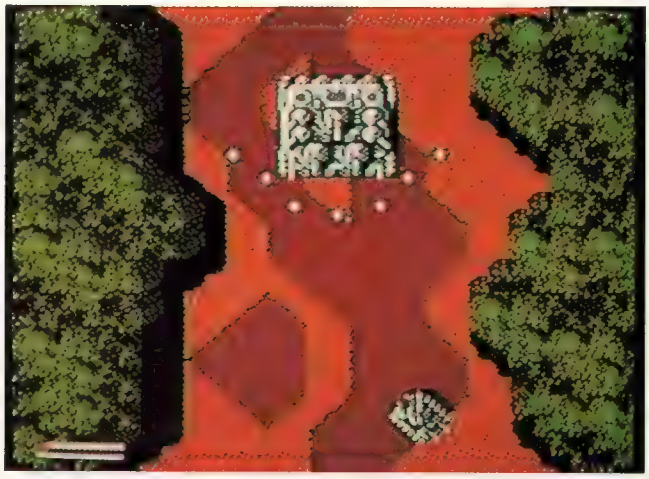
If you run over these enemy soldiers instead of shooting them, you add to your fuel supply.



An *F* will increase your armor-piercing capability, but watch out for the enemy plane.

to accelerate your game. It's also important to pick up the items that are presented to you, especially the question marks. Don't expect every tank to go down in the same way; some can be killed with a few bullets, others take eight or ten knocks, and a Think Tank must be destroyed with explosive question marks. You should save question marks for Think Tanks and other difficult situations.

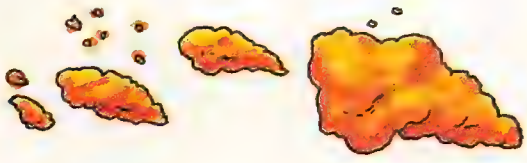
Always remember to hold your fire whenever you can. Every bullet takes energy, and you should spend your free time trying to build your energy. In the course of the game, you find *E*s that give you additional energy. If you can run over something instead of shooting it, you should run over it. For example, at the beginning of the game, if you run over the attacking men, you add energy to your gauge.

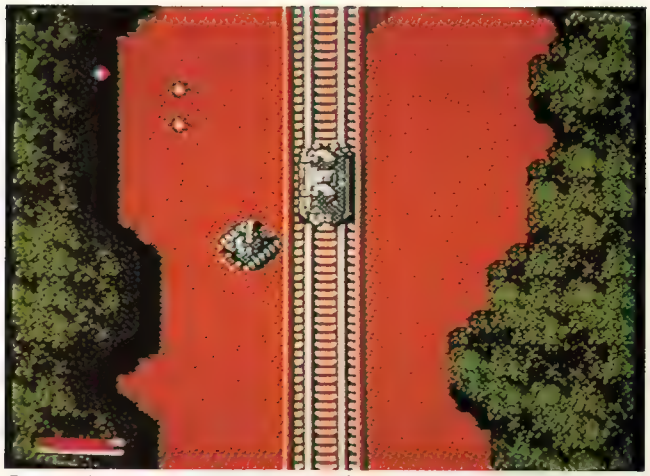


Avoid confrontations with big tanks until you have built up your weaponry and fuel supply.

Secret Strategy

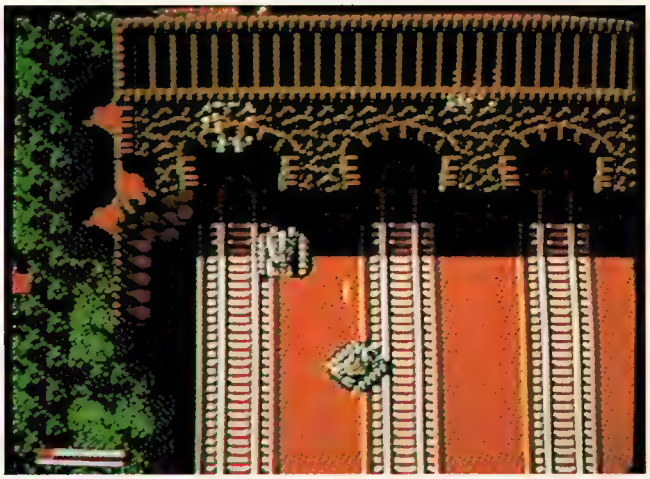
To start your mission near the end of the game, input the following code at the beginning of the game: 2-1-1-0-9-4-4.





Learn how to use the terrain to your advantage. For example, train tracks move vehicles quickly.

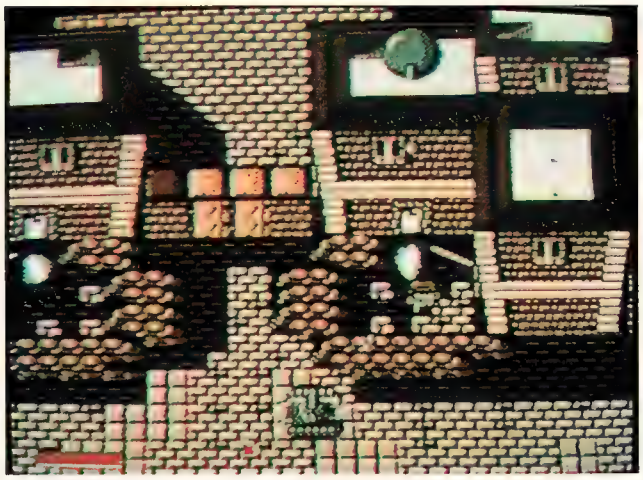
The messages that you receive on your transmitter often supply valuable information.



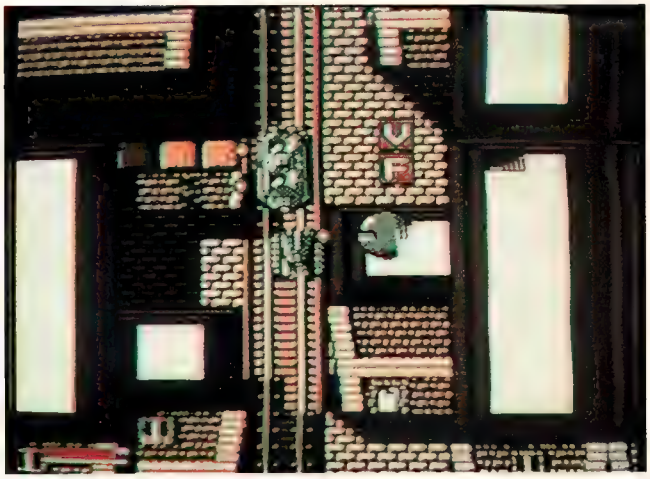
You can avoid a confrontation with the enemy by going under the bridge.

This field offers you the chance to power up several of your capabilities at one time.

Your tank can be bombed by high-flying planes, but if you're quick, you can get out of the way.



The city is a dangerous territory, but it gives you the opportunity to earn additional power-ups.



Take time out from your mission to power up with rapid-fire and armor-piercing weapons.

THE LEGEND OF ZELDA

Nintendo

The Legend of Zelda is a skillfully designed adventure game that combines the best aspects of an arcade game with the complicated story line of a dungeons-and-dragons adventure. *The Legend of Zelda* continues to be a top-selling cartridge, and it remains the game of choice for many people who have solved it many times.

To play the game you become Link, a little guy in the big, bad world of the archvillain Ganon. During the ancient age of Chaos, a small, peaceful country in the land of Hyrule was protected by a magical golden triangle known as the Triforce of Wisdom. The enemies of peace, Ganon and his evil henchmen, stole the triangle, broke it into eight pieces, and scattered the fragments in the Underworld. They also kidnapped Zelda, the princess of the land of Hyrule. Your mission is to gather up the pieces of the Triforce, reinforce its power, defeat evil, rescue the princess, and bring peace to the land.

To do your good deeds you journey through 128 screens of the Overworld and nine labyrinths of the Underworld, looking for treasure, defeating enemies, finding clues and keys, meeting wise old men and women, and doing whatever else is necessary to reclaim the Triforce. In this highly detailed game there are dozens of different enemies, trinkets, and power-ups, and each has different attributes, functions, and relationships. You should pick up as many rubies as you can, because they are the currency that enables you to buy the things you need to complete your mission. You

Discover the springs where the Fairies live on the east and west sides of the river.

must also watch your hearts, which are the source of your power. When you're out of hearts, you're out of luck. At the beginning of the game, you have three hearts. You earn a new one every time you find another piece of the Triforce. You must have an insatiable curiosity. Many of the clues, caverns, and trinkets are not immediately visible. You can only get what you need by persistent experimentation.

Playing Strategies

A map comes with the game, and you should use it to determine Link's path. Start in Overworld Level 1 and head upward to Overworld Level 9. The locations of levels 1 through 4 are on the game's map. Underworld Level 5 is located east of the Waterfall at the top of the Lost Hills. Level 6 is at the northeast corner of the Graveyard, which is due west on the map. Level 7 is located at the southeast corner of the Graveyard, two screens south of Level 6.

Underworld Level 8 is located one screen north of the southern edge of the map and two screens west of the eastern-most part of the map. Level 9 is in the northern part of the map, and it's six screens east of the western edge of the map.

Advanced Strategy

Once you have gathered together the Triforce, defeated Ganon, and saved the Princess, a new adventure is in store for you. It uses essentially the same map, but there are more enemies, and the challenge is more complex than in the First Quest. If you want to go to the Second Quest, enter your name as "Zelda" at the start of the game.

Special Strategy

To find the Level 7 Underworld labyrinth, you'll have to blow your flute at the water hole.

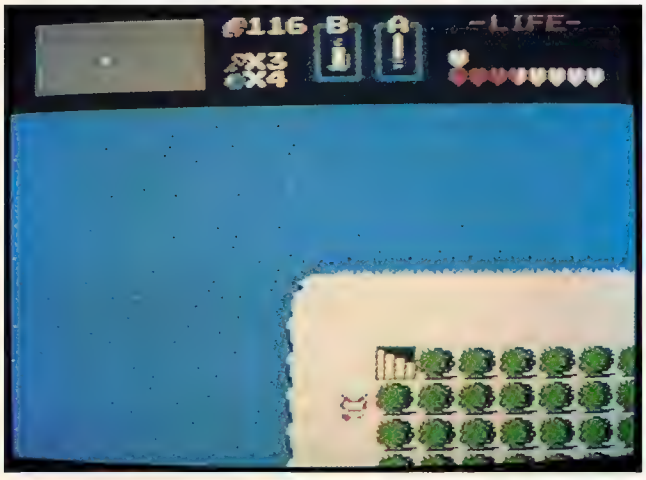
In Overworld Level 8 push the bush out of the way to find a staircase to Level 8 of the Underworld.

A secret door hidden in the rocks was blown open with a well-placed bomb.

If you kill the head ghost in the Graveyard, all the other ghosts will die, leaving you treasure.

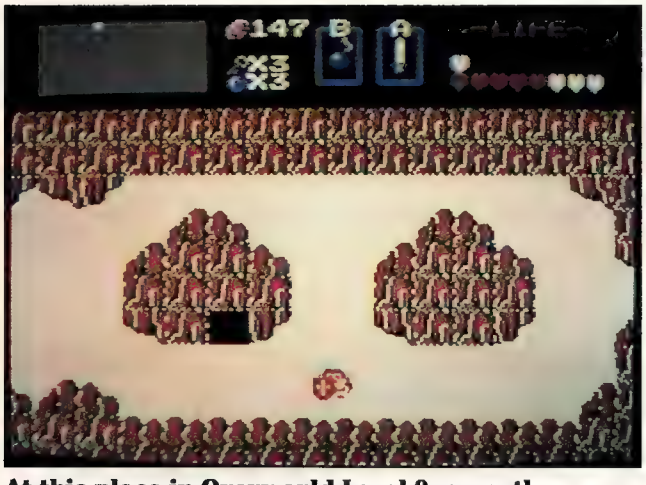
Use what you've learned on easier levels to tackle the Manhandla in Underworld Level 8.

Once you have the red ring, you can push rocks aside to reveal secret treasure rooms.

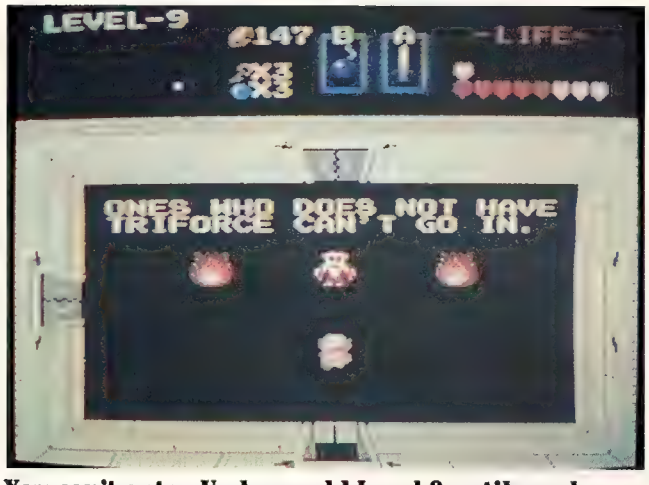


A secret stairway hidden under a bush leads to an underground room where you can buy special items.

In the Money Making Game, you wager your rubies in hope of getting more.



At this place in Overworld Level 9, open the secret door with a bomb.



You can't enter Underworld Level 9 until you have all the pieces of the Triforce.

Konami

Life Force is a sequel to the arcade and NES hit *Gradius.* In this action game a powerful and enormous Deltoid monster named Zelos has a habit of devouring solar systems. He is about to consume your little planet. You're on a mission to fly the Vic Viper starship through the monster's digestive system. You want to get to the heart of the monster and blow it up. Only then will your people be safe.

The settings in this game are spectacular. You fly your ship through a colorful world of bloodstreams, gallstones, parasites, microbes, floating brains, and other internal organs. Things grow, stretch, and break off as you go through narrow passageways. You must survive six different Terror Zones and battle a hideous creature at the end of each zone if you expect to win.

Playing Strategies

To complete this game, you need a good supply of power-ups, which become available to you when you kill enemies. You can power up six different aspects of your ship: speed; missile capabilities; ripple effects; laser gun; option, which is a ghost ship with double firing power; and force, which is a protective shield. Except for missile capabilities and ripple effects, power-ups can be combined. At the beginning of the game, you should make sure that you are adequately powered up before you start you mission.

In *Life Force,* your speed and shooting skill will be tested constantly, especially during the confrontation at the end of each Terror

One of your power-ups, the ghost ship, blasts its guns, giving you additional firepower.

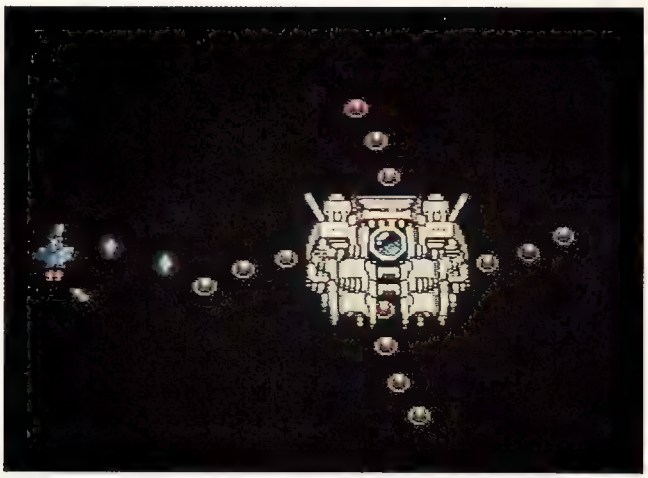
Zone and at special action points throughout the game. One of these points occurs in Zone IV when the passageways get tighter and everything doubles or triples in speed. You're probably going to die more than once, so look for one-up power capsules near the center of the screen. Always fire into the tissue as you're passing by; there are hidden power capsules waiting for you.

Special Strategy

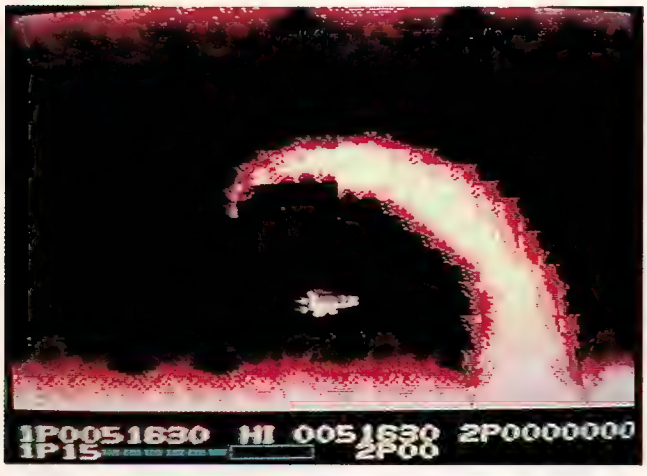
To begin this game with 30 spaceships instead of the usual three, on your joystick or pad press up, up, down, down, left, right, left, right, "B," "A," Start.

Expose the eye of Golem, the floating brain, by circling it counter clockwise; then shoot it.

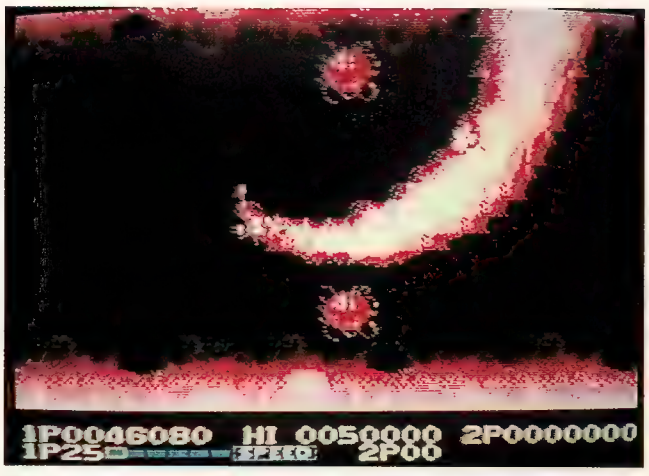
Watch out for falling gallstones; the blue ones can't be destroyed.



To kill the Intruder spaceship in Zone II, shoot its three bottom rungs and blue center.

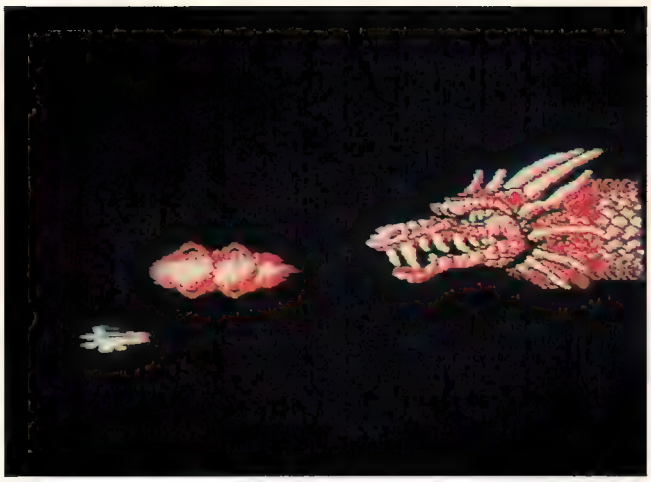


The first deadly wave in the Prominence Stage moves toward you from the bottom of the artery.



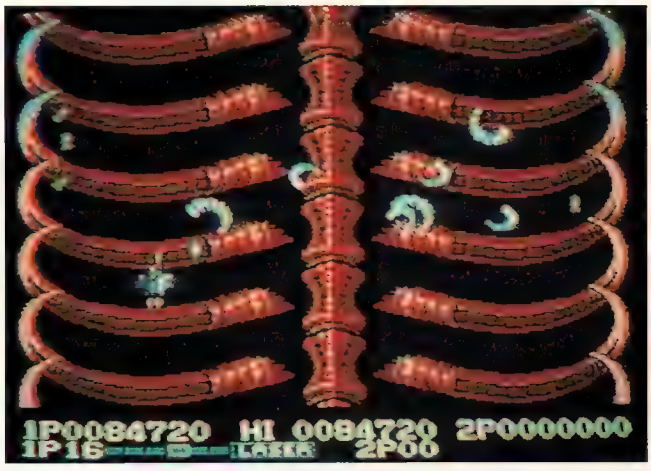
Other indestructible waves of flame quickly curve down from the top of the screen.

This dragon breathes fire; take aim at its heart and use your option.



Kill the Cruiser Tetron by staying near the top of the screen and bombarding its head.

Grab as many power-ups in Zone IV as you can, but don't risk your starship to get them.



You must get through this rib cage to get to the end of Zone IV; shoot everything and speed up.

Giga is the monster at the end of Zone IV; shoot his eyes, even if they've left their sockets.

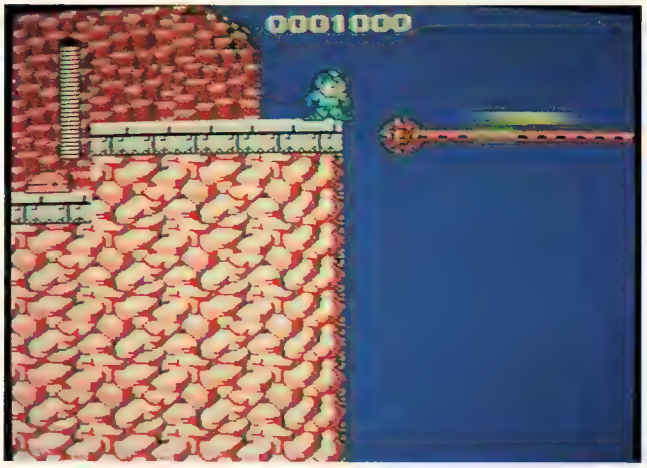
In the Palace Stage shoot the missile bases on the planet before they launch a rocket attack on you.

Capcom

In this action-packed adventure game, Mega Man is one of seven humanoid robots created by Dr. Wright and his assistant, Dr. Wily. Six of the robots have been programmed by the evil Dr. Wily to create havoc. Mega Man can only do good. Your mission as Mega Man is to go into the six empires of Monsteropolis, each of which is ruled by one of the robots. After you kill all six, you have to face off with the evil Dr. Wily himself, but by then you'll be well-armed with captured super weapons.

Mega Man is powered by energy, and if he runs out of energy, he dies. There is no other way to kill him. When you start the game, you have the power to jump up and down, but that's about all that you can do. The way to increase your energy is to grab Energy Capsules. The way to increase your weaponry is to kill robots. When you kill a humanoid, his weapon becomes yours. Each robot has a weakness, and it's important that you find the weakness and use it to your advantage.

At the beginning of a game, you can choose which humanoid you want to battle first.

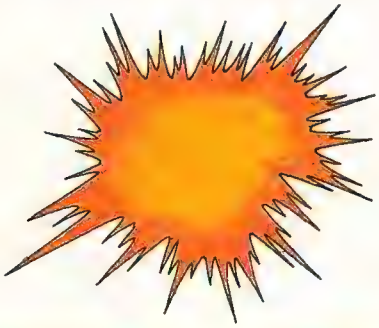


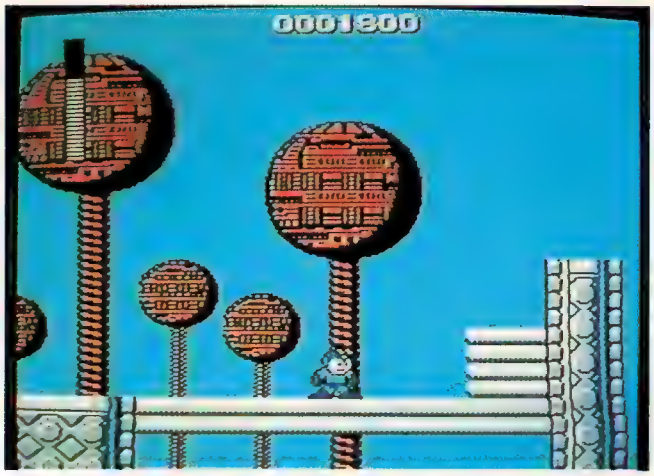
Jump on top of the beam to get across the chasm in Gutsman's world.

Playing Strategies

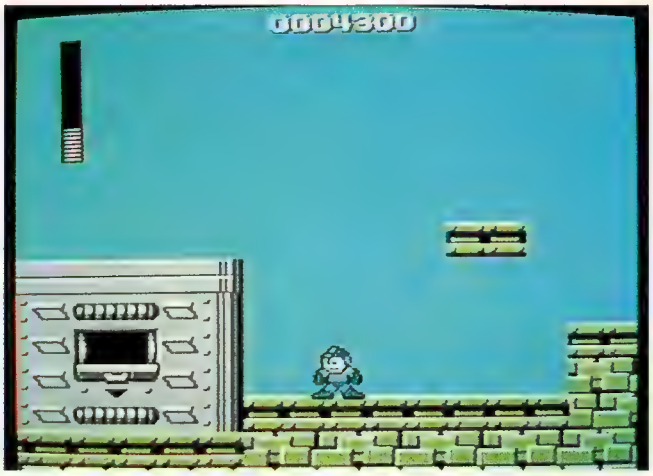
You don't have to attack the humanoids in any particular order, but you're more likely to complete the game if you start with Gutsman. Your next targets should be Cutman, Bombman, and Iceman. You can then use Iceman's weapon to defeat Fireman and use Fireman's weapon to defeat Elecman. The electricity provided by Elecman can be used in your final quest to find and kill Dr. Wily.

This is one of the few adventure games that keeps score, and there are several ways to send your score into the stratosphere. When you kill a humanoid, you add between 50,000 and 100,000 points. If you're going for a big point total, you should also keep a sharp lookout for Yashichi; killing one of them will give you an easy 100,000 points. But points aren't the big thing. It's more important and fun to keep your energy up and kill the bad guys.



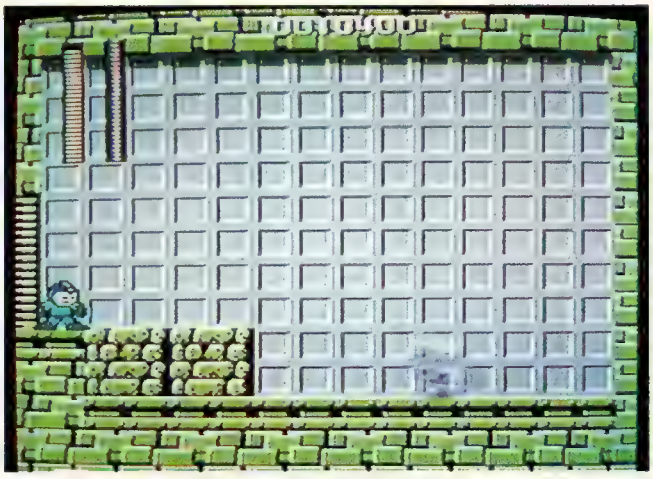


Mega Man must forge fearlessly ahead through six worlds, each dominated by a nasty robot boss.



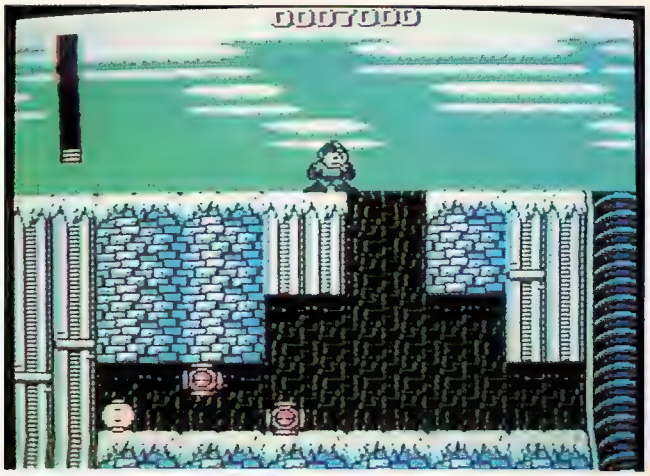
At the top of Cutman's castle, go through the opening and prepare to fight the robot.

Cutman's chamber is protected by a bouncing robot that's difficult to defeat.

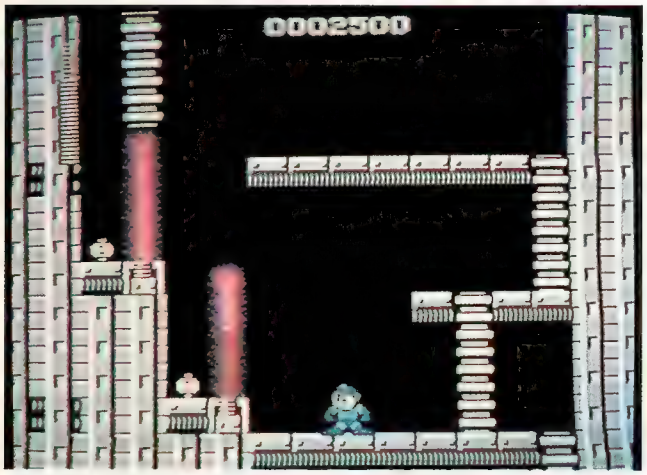


Cutman attacks with his dangerous pair of shears, but he's easy to defeat with Bombman's weapon.

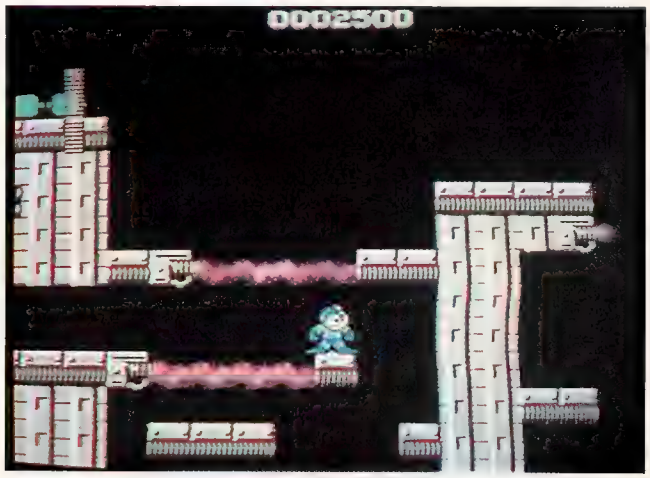
Iceman's domain is cold and white. You need to keep your energy high or you'll freeze.



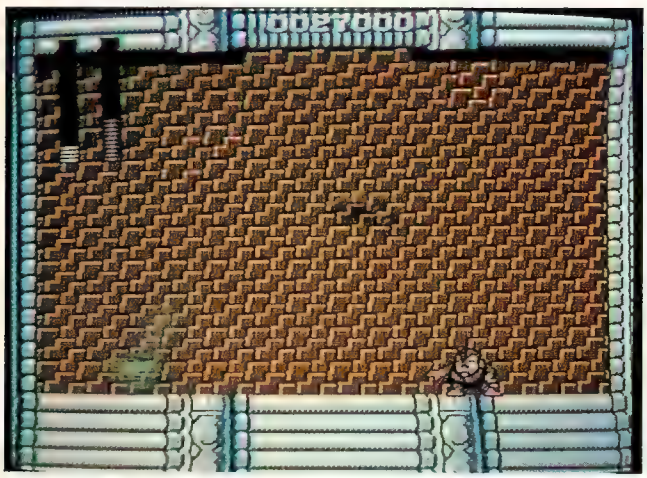
Take a risk and explore a cavern; it's sure to hold energy power-ups or weapons.



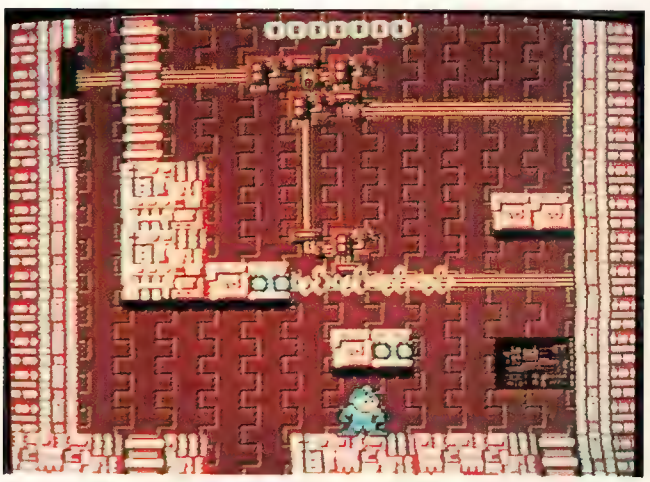
Before entering Fireman's world, defeat Iceman so you can use his weapon to freeze the fires.



You have to play with fire to get to the top in Fireman's empire.



To defeat Bombman, go after him with the weapons you've taken from Gutsman and Cutman.

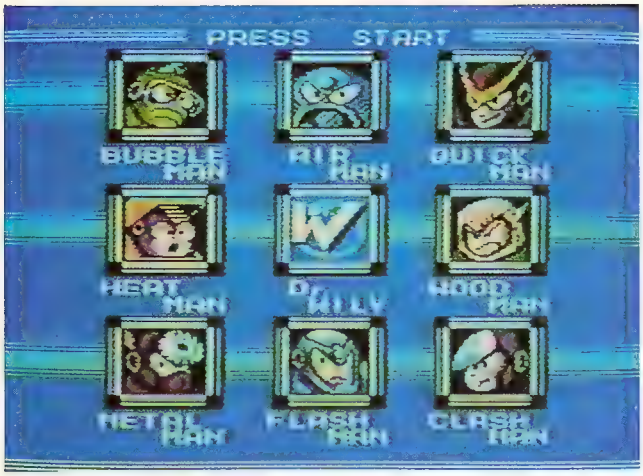


Elecman's bolts will blast you off the screen, if you're not prepared to jump over them.

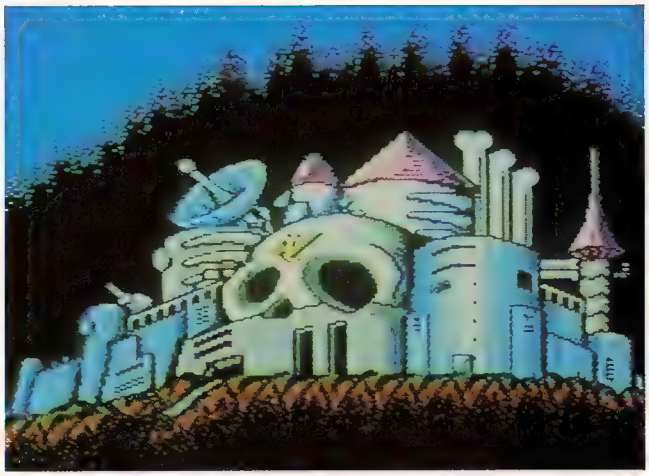
Capcom

Poor Mega Man, just when he thought his troubles with the devious Dr. Wily were over, the mad doc is back again with a whole new cast of evil superbaddies: Bubbleman, Airman, Quickman, Heatman, Woodman, Metalman, Flashman, and Clashman. Each evildoer is armed and dangerous, but Mega Man has secret weapons. After he overcomes the dangers in each of his adversaries' worlds, he comes face to face with one of Dr. Wily's boss creations. If Mega Man can muster the strength to beat these difficult characters, he gets that enemy's fighting abilities, making it possible for Mega Man to take on his nemesis.

After Mega Man defeats the eight supermachines and brings peace to their worlds, you must prepare for the final battle with Dr. Wily in his laboratory in Skull Castle. If you're strong enough and quick enough to capture the doctor, and the universe will be safe from evil . . . but for how long?



At the beginning of the game, you get to choose which one of Dr. Wily's monsters you'll fight.



After many battles, you come at last to Skull Castle, the hideout of the evil Dr. Wily.

Beginning Strategies

Before you take on the enemy, master Mega Man's firing and jumping abilities. Learn how long to hold down the button to jump different heights. Also learn to jump and shoot at the same time. Both these techniques are used throughout the game.

Gather your power-up weapons and always keep them fully charged. Since each weapon has a different effect on the alien you're shooting, you have to fire first and then watch the result. If you don't like what you see, pause the action and select a different weapon that may be more useful. When in doubt, use Regular Shot and blast away as fast as you can.

Here's a run-down on the weapons available to Mega Man.

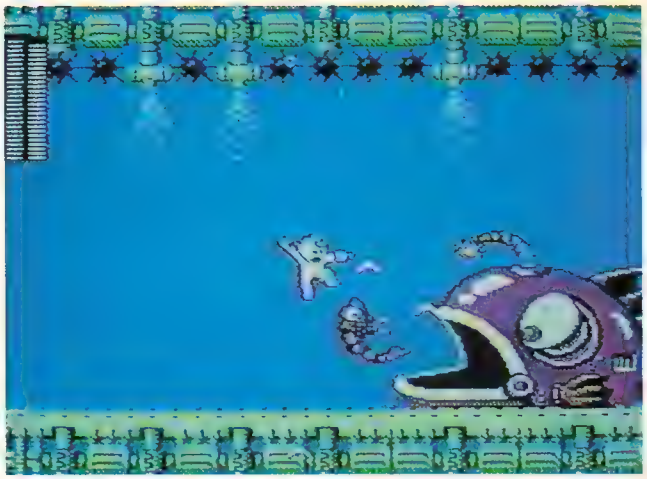
Bubble: This weapon is very helpful whenever an enemy is directly below Mega Man or further down the screen. When a bubble is fired, it drops to the ground and follows the contour of the surface until it exits the screen or hits something.

Air: This weapon throws three tornados that zoom in the direction you're facing and slowly rise to the top of the screen.

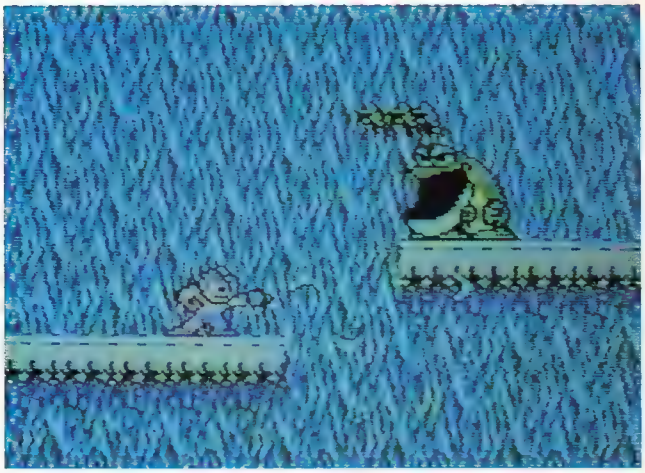
Quick: This weapon is a good choice whenever you encounter an active enemy who jumps around. When you fire the Quick weapon, it flies out and returns like a boomerang.

Heat: This weapon enables Mega Man to throw powerful fireballs across the screen. You can increase the power of this weapon by holding down the Fire button for a few seconds before releasing a fireball.

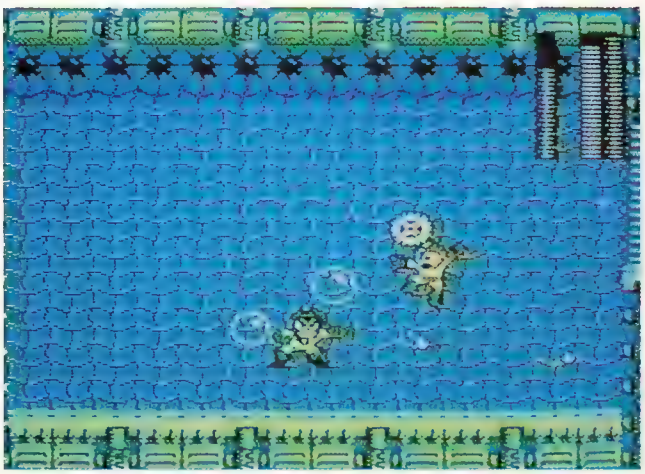
Wood: This is a useless weapon and should rarely be used. All that happens when Mega



To take out Bubbleman's fish, jump up and shoot the glowing ball above his head.



Use the Quick weapon to dispatch Bubbleman's bad guy.



Use Metalman's saw blades to Bubbleman as he swims through his watery world.

Man fires Wood is that four leaves go across the screen.

Metal: This is the best weapon for fighting during the rounds because it covers a wide area. Metal fires in eight directions and inflicts a lot of damage on most of your opponents.

Flash: This weapon is very useful in areas where the action is hectic and when you need time to make careful movements. The only drawback to Flash is that once you elect to use it, it countdowns completely before ending.

Clash: This weapon fires in a straight line, sticks in the ground or the enemy, and explodes with great force.

You get power-up weapons after defeating each of the different bosses. The best weapons are Regular Shot, Quick, and Metal. The other power-ups are used in specific territories and don't have much use in other areas. Always take time to power-up all of your weapons so that they're ready when you need them.

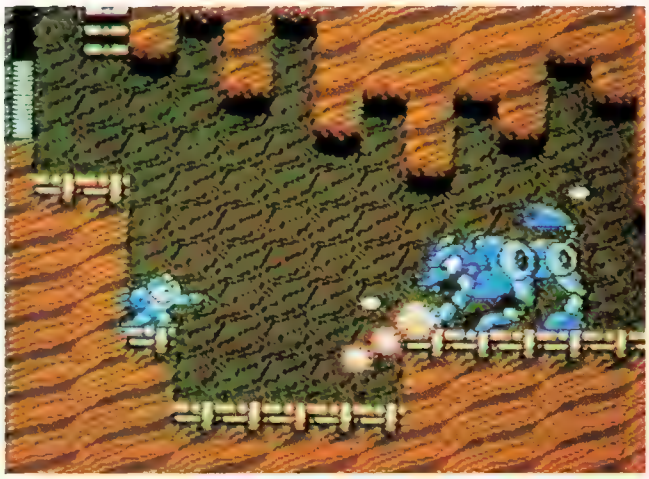
Advanced Strategies

The most difficult areas of this game are inhabited by Dr. Wily's boss creatures. Here are the best attack strategies, as well as the best weapons, to destroy the bosses:

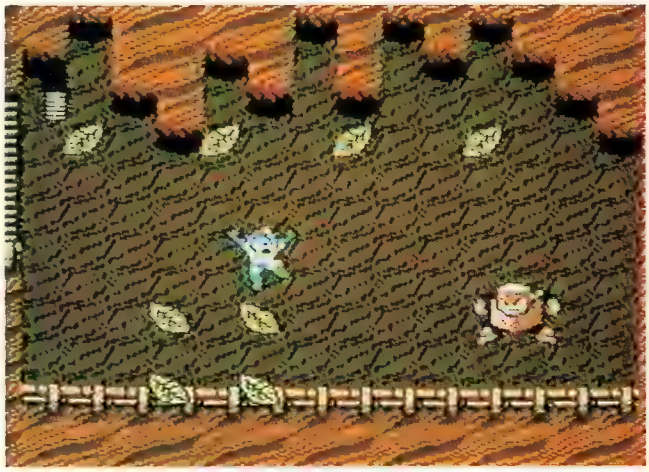
Bubbleman: The battle with Bubbleman takes place underwater. Bubbleman swims around the screen, throwing bubbles at your position. Move constantly to avoid his attacks, and use the Metal weapon to dispatch him quickly.

Airman: When you get in the chamber of Airman, Mega Man is pushed back by an incredible wind storm and dozens of little tornados that appear from the right side of the screen. The key to success is to learn the

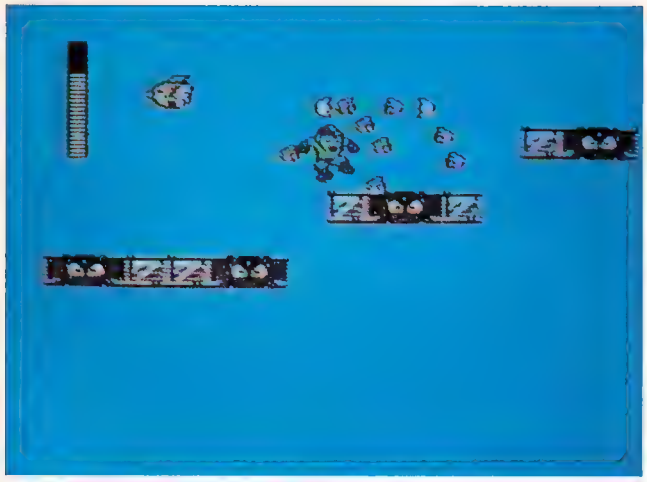
Woodman's creatures are adept at hiding in the forest, but this one can't withstand the Metal.



Hotdog is one of many mechanical monsters that patrol Woodman's jungle.



When you face down Woodman, jump over the leaves he shoots and watch out for falling leaves.



If you're too late when you shoot the egg, many little birds attack you.

Air Tikis come after Mega Man when you venture into Airman's world.

Mega Man must time his jumps carefully to evade Airman's tornados.

tornados' pattern so you can jump them and have a clear shot at Airman on the opposite side of the screen. You should use Regular shot against Airman, but to be effective you must get up close to him. Unless you're very close, your shots won't have much effect on Airman's power.

Quickman: This boss throws three boomerangs that fly to the opposite side of the screen. When he throws them, they either zoom back into his hands or stick in the wall for an instant before returning. The easiest way to eliminate Quickman is to freeze the screen; then get close to him and fire as fast as you can with Regular Shot.

Heatman: The only way to defeat this archvillain is to cool him out with the weapon you captured from Bubbleman. Just get above Heatman and drop a bubble.

Woodman: This boss stands at the right side of the screen, throwing clusters of leaves while other leaves fall from the top of the screen. To defeat Woodman you must jump the leaves he shoots and at the same time, avoid the falling leaves. Fire on Woodman with the Air weapon. If you are too early or too late with your shots, he blocks them with leaf clusters.

Metalman: This boss jumps back and forth over your head, stopping momentarily to the left and right of Mega Man, who should be in the center of the screen. Metalman throws saw blades at Mega Man. Use the Quick weapon and shoot so that your missiles hit Metalman as he comes back down to the ground to your left or right. When you fight the boss characters again at the end of the game in Dr. Wily's lair, use the Metal weapon against Metalman. It's more effective, and you'll have it the second time you face him.

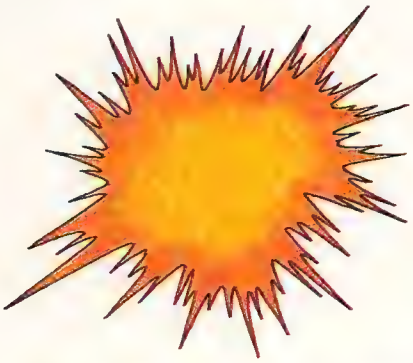
Flashman: This boss occasionally freezes the screen action, including Mega Man, before he shoots. You must learn to jump

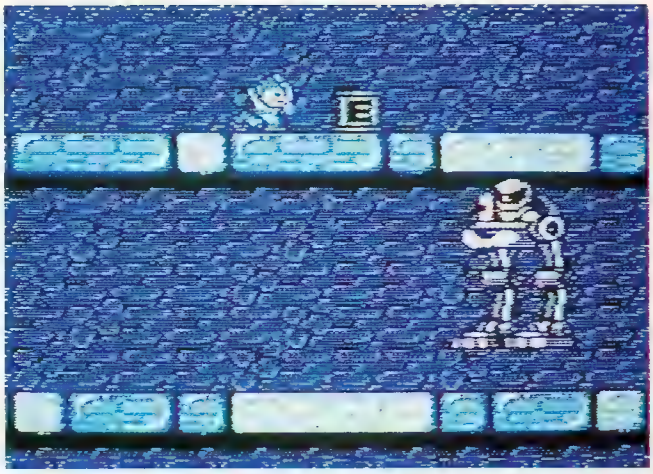
just as he is about to freeze the screen so that you're not caught in his line of fire. Use the Metal weapon to eliminate Flashman, firing just after he has frozen the screen and you have landed back on the ground.

Clashman: This boss hops back and forth overhead, tossing bombs down at Mega Man. Avoid Clashman's missiles, and use the Air weapon to eliminate his threat.

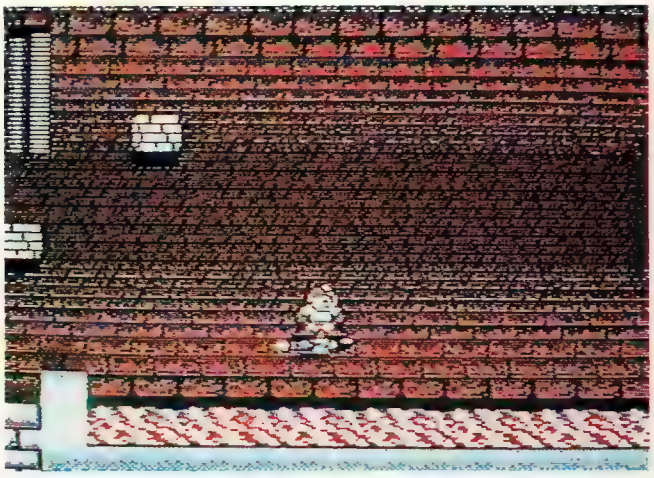
Secret Strategy

Here's a tip that lets you change the background on some of the Mega Man II screens: During the round selection mode, hold down the "A" and "B" buttons while you press the pad in the direction of the boss character you want to go after and hit Start. When the boss appears on screen and does his little dance, he'll be standing in a screen full of little chicks instead of the usual star background.



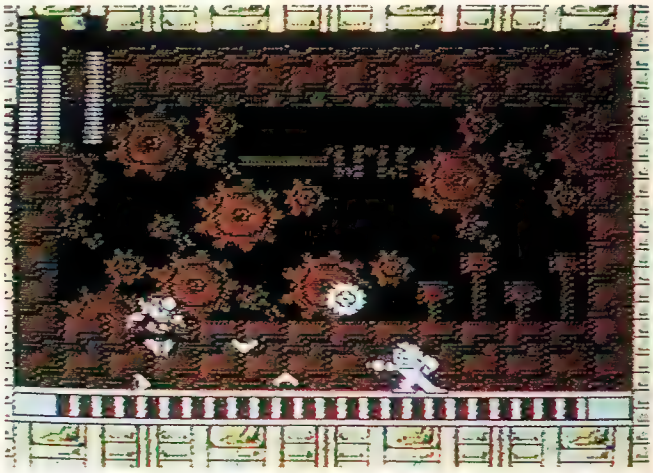


Collect all the energy capsules you come across in Flashman's world.

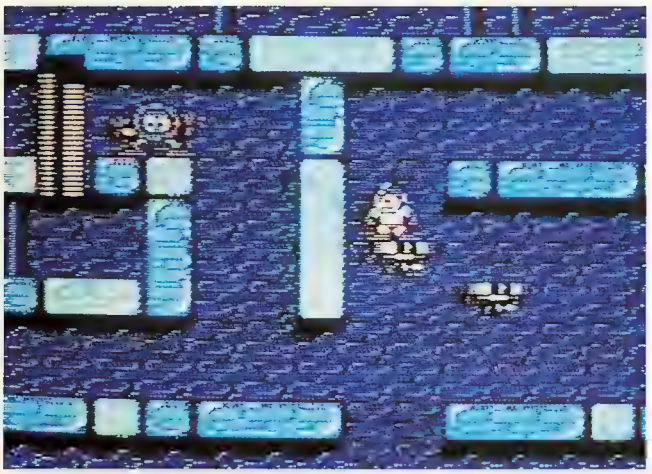


Use the special platform to speed to hard-to-reach places in Heatman's world.

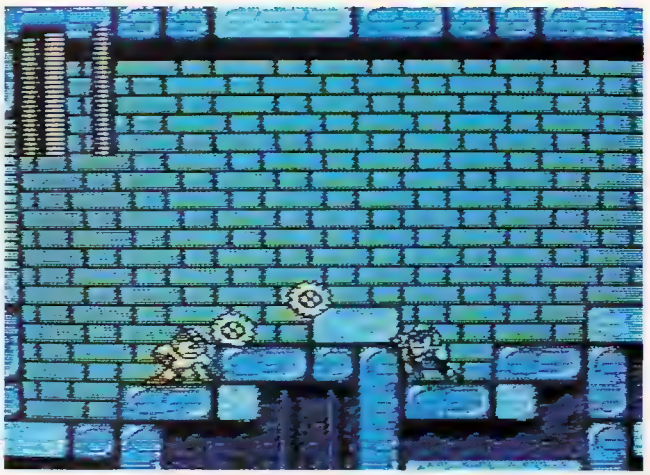
To get to Metalman you have to learn to ride the conveyor and avoid the Metal Munchers.



Metalman throws saw blades, but skillful use of the Quick weapon will defeat him.

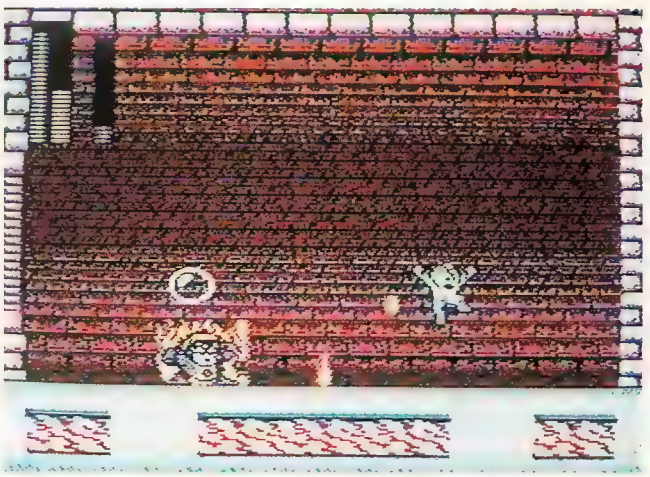


Ride the number-one platforms through Iceman's world on your way to challenge the villain.

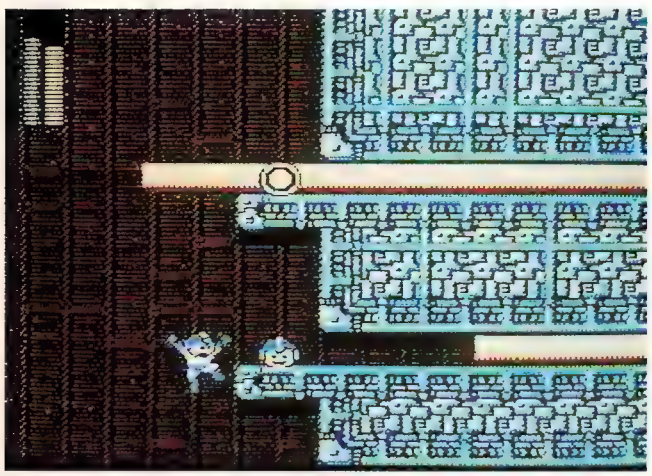


When you challenge Flashman, fire your Metal weapon just after he has frozen the screen.

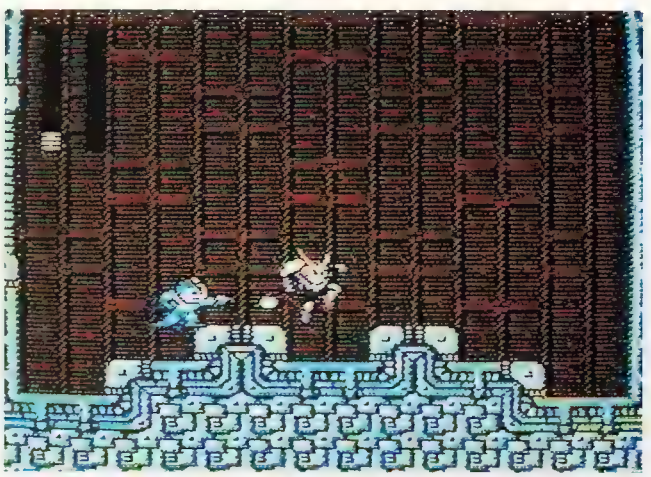
In Heatman's kingdom, Metalman's saw blades help you eliminate the robot enemy.



Use your Bubble weapon to cool out Heatman when you encounter him in his lair.



Grab this evil agent of Quickman before he zaps you with a laser beam.



Freeze the screen; then gun down Quickman with your Regular Shot.

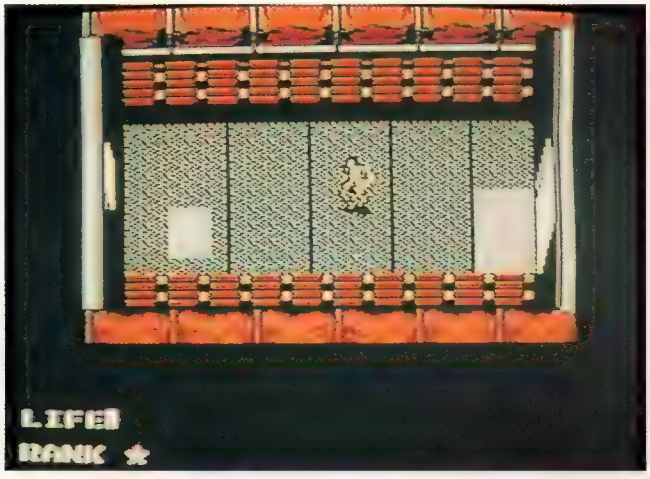
METAL GEAR

Ultra

Metal Gear looks at first glance like other wartime adventure games. It has tanks, trucks, weapons, jungles, enemy headquarters, and prisoners of war. But on closer inspection, you'll find that *Metal Gear* is also an elaborate electronic scavenger hunt during which you search for items in some pretty strange places. Your objective is to find and blow up Metal Gear, a secret weapon that's under the control of a warped, tyrannical madman named Vermon CaTaffy. To complete your mission you first have to figure out where Metal Gear is, and then you must determine how to destroy it.

In the course of the game, some of the equipment you must find includes body armor that reduces the damage that can be done to you by 50 percent, antennas that allow you to override the enemy's transceiver-jamming devices, and an iron glove that lets you punch through hidden doors. You also need to find the binoculars that enable you to see the screen that's

If you don't wake sleeping dogs or enemy guards, you can sneak in and take what you want.



Check inside each truck or car for weapons and supplies.

ahead of you without danger, antidotes that neutralize poisons, and an Ingram Mac-II semiautomatic submachine gun. You have to use just about everything you find to destroy Metal Gear. When you free prisoners of war, you add valuable stars to your status, enabling you to access more-powerful weapons.

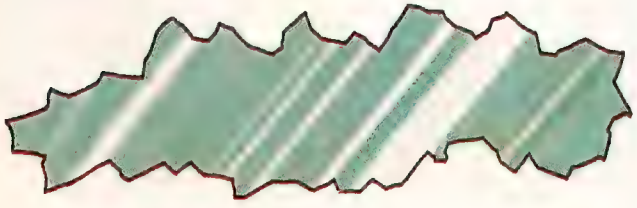
Playing Strategies

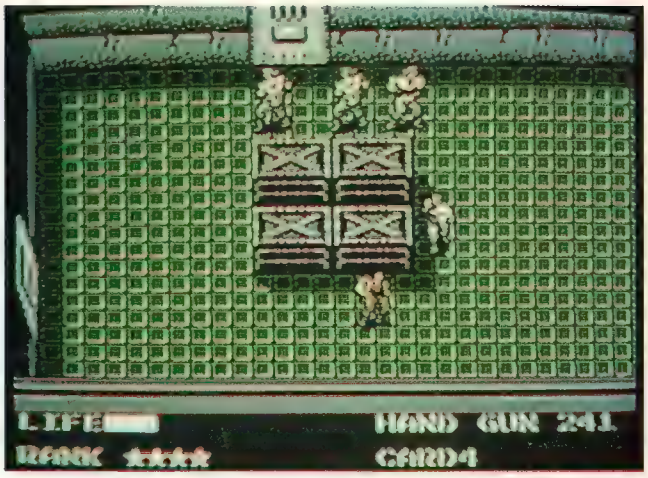
Your most important piece of equipment is your transceiver. It's a reliable guide that tells you where to look for essential weapons and supplies. Use it regularly, and make sure that you're always on the proper receiving frequency. To complete your mission you need to penetrate deep into enemy territory, and you can't do this without constantly using your transceiver.

Since you are outnumbered and traveling behind enemy lines, it makes sense to avoid fights. There are plenty of ways to do this. The guards that protect certain areas often fall asleep on duty. When they're sleeping, you can hop into a truck or scout out a deserted building, looking for valuable supplies and equipment. Once you get the binoculars, it's easy to prepare for the situation ahead and plan nonviolent strategies. But don't let your desire for nonconfrontation keep you from exploring any part of the terrain. No stone should be left unturned in your search for equipment. This is the secret for completing *Metal Gear*.

Special Strategy

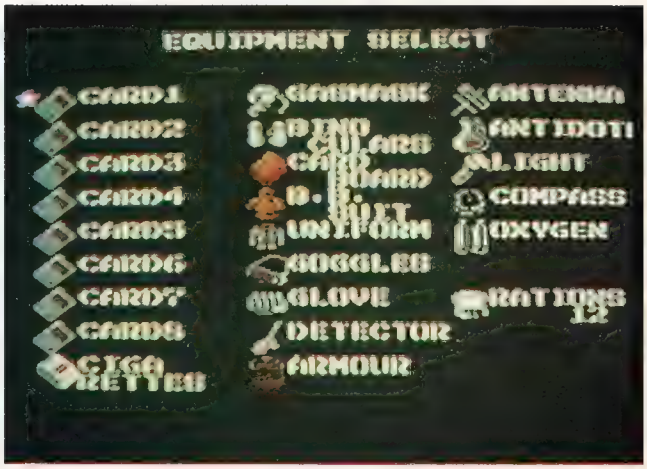
If you can't find weapons and supplies, punch in this code: 5XZ1C GZZZG UOOOU UYRZZ NTOZ3.





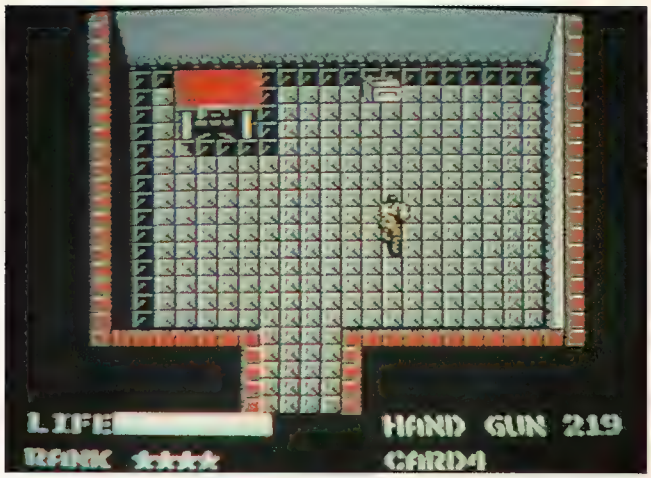
With the proper entry card, you can gain access to rooms in buildings controlled by the enemy.

If you can't find weapons and supplies, punch in this code, including the final number 3.

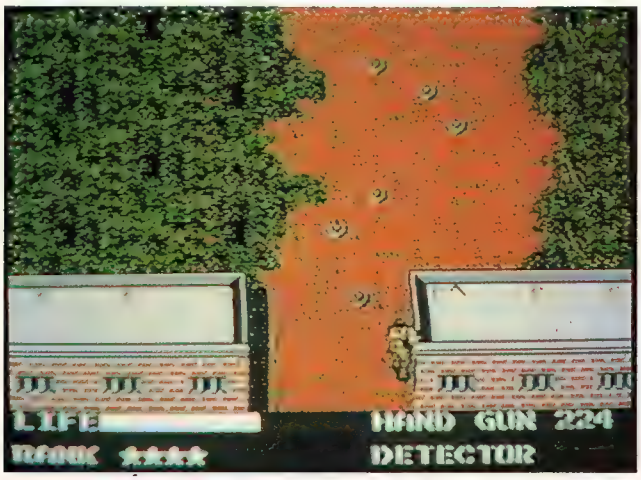


The password provides you with the equipment listed on the screen.

You can only use one weapon at a time, so become an expert with each and choose wisely.



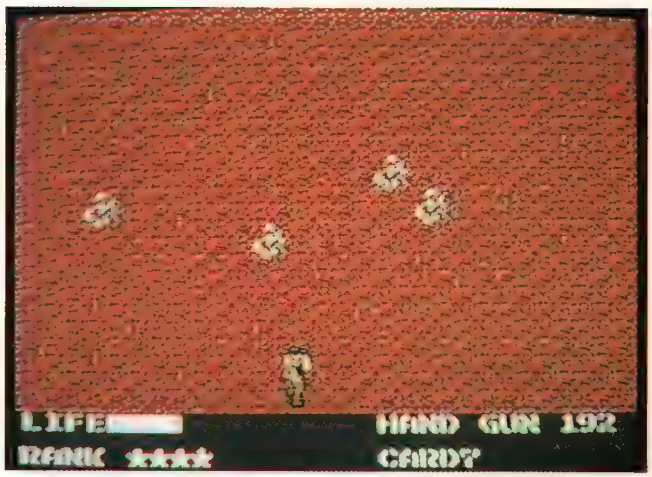
Card 4 provides entry to this ammunition supply room.



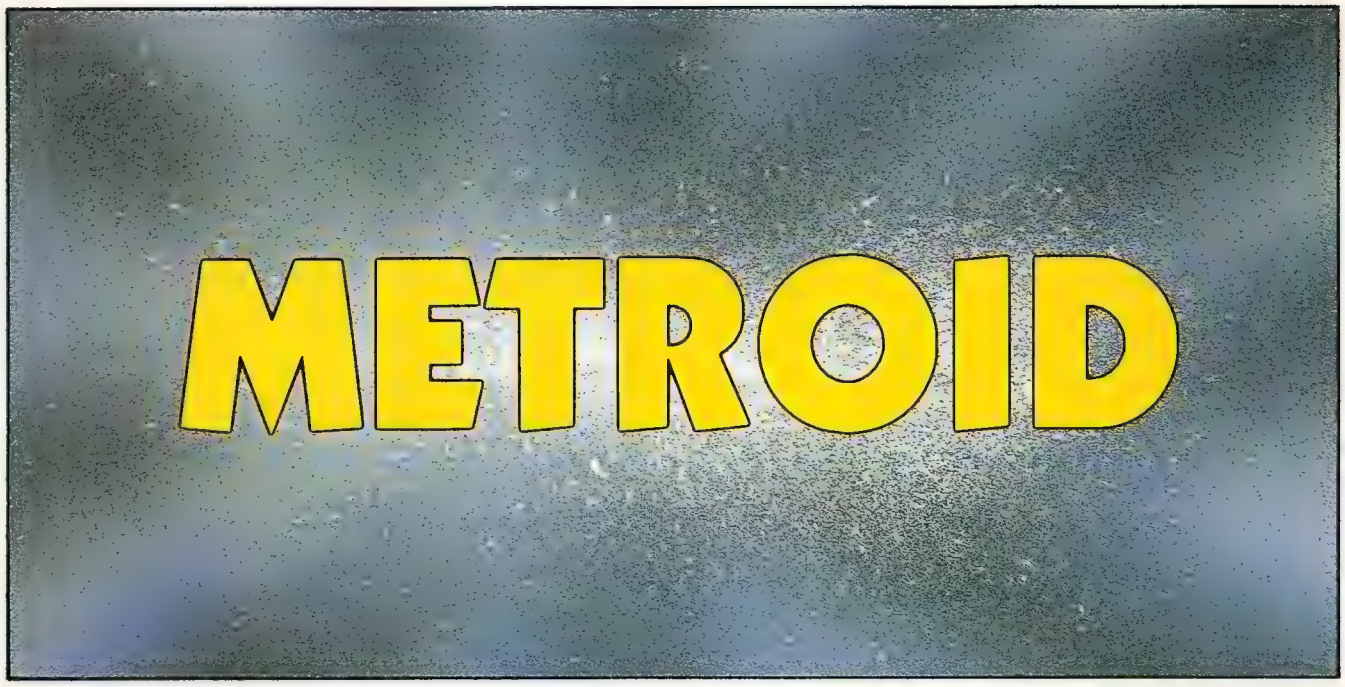
Mines are often planted in the ground at the entrances of towns; use your detector.

Keep you transceiver on the correct frequency to find out valuable information.

In the sewer stay out of the darkest areas if you don't have oxygen tanks, or you'll drown.



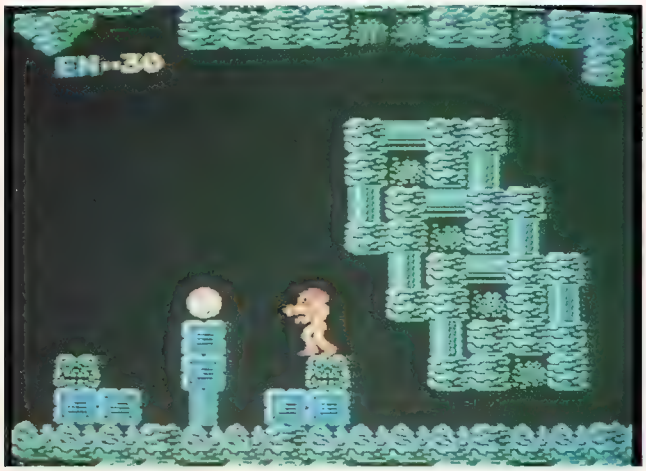
The desert is full of weapons and supplies that will help you in your mission.



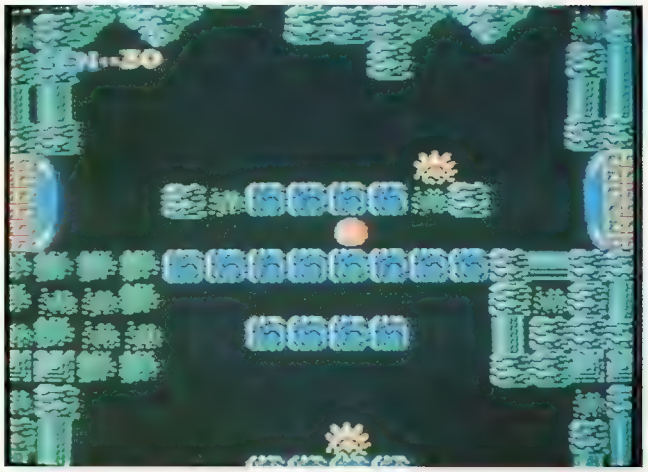
Nintendo

Many games that are set in outer space are just shoot-'em-ups, but *Metroid* is a science-fiction game that requires more of your mind than it does of your wrist. The year is 20X5. You play Samus Aran, a bionic space warrior, who is assigned to destroy the evil space alien Metroid as well as the Mother Brain, which is a living computer in the control of a gang of outer space pirates.

The entire contest is fought on the planet Zebes, a natural fortress that is a labyrinth containing five distinct but connected areas. You start off physically weak and in need of both missiles and energy to accomplish your mission. You gain energy by killing your many enemies, who range in strength from puny Zebs, who fly out of air holes, to large monsters, such as Kraid and Ridley, who have multiple means of attack and are hard to kill. You also gain energy and extraordinary powers by finding the many power-ups hidden throughout the game. Look for them at dead ends and in walls.



The Maru Mari sphere enables you to roll into a ball and fit underneath various obstacles.



Rolled into a ball, you can speed through narrow passages and escape your enemies.

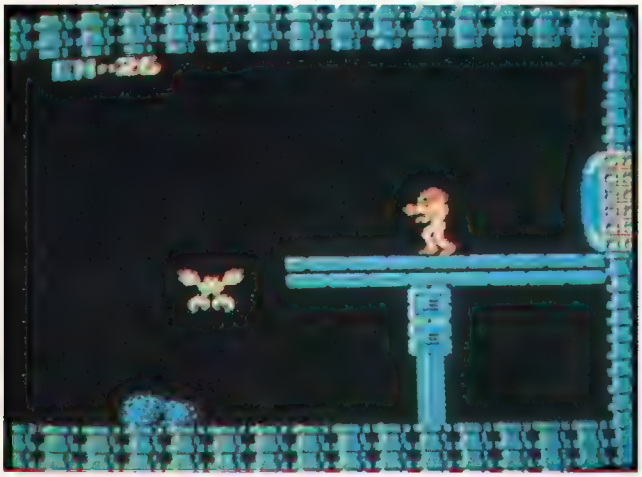
Playing Strategies

To find and kill the Mother Brain, you have to set your priorities. First collect missiles; then get the Maru Mari sphere that is positioned to your left when you start the game. It enables you to roll into a ball and squeeze through difficult situations. You should then obtain power items, including the Long Beam that extends your attacking range, Energy Tanks that can store up to 100 units of energy, bombs that enable you to blast your way into difficult areas, the Ice Beam that freezes your opponents, and the Varia that lessens the damage that can be done to you by an enemy. You can also find and use the High Jump that increases your mobility, the Screw Attack that twists most enemies to defeat, and the Wave Beam that has shocking results.

While gathering these and other power items and battling enemies, you should also collect missiles. You can store up to 255 missiles, and you'll get into big trouble when you meet up with the bosses and other powerful enemies if you haven't been able to store plenty of missiles. Kraid and Ridley will succumb after a serious missile attack, and the Metroid itself can be destroyed by a continuous fire of missiles if you freeze it first. Killing the Mother Brain requires most of your missile supply. At least 30 direct hits are required to destroy her.

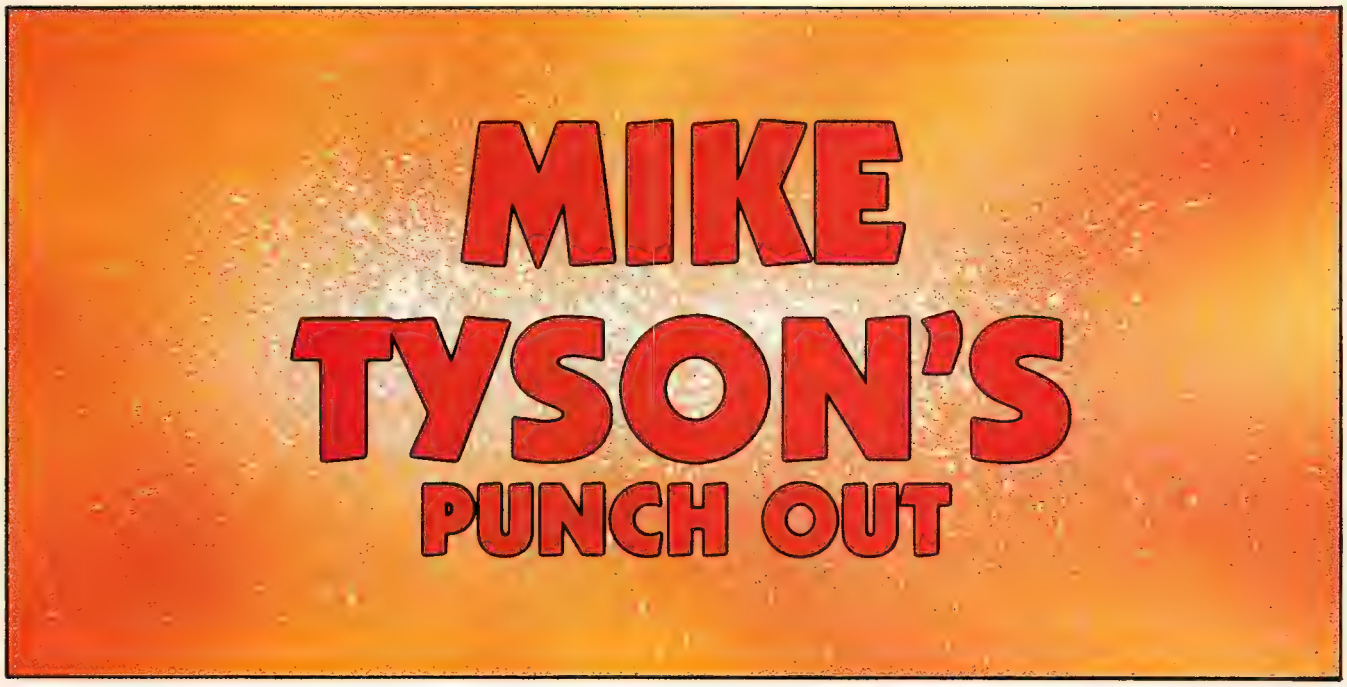
In the first chamber try to kill Zoomers and Rippers to build up your energy.

Wavers fly in irregular patterns. If you don't shoot at them, they will attack you.



Rio attacks first from the ceiling. He is pretty strong, and killing him requires many missiles.

In the rocky Brinstar Zone, be careful not to fall in the water because you'll lose energy.



Nintendo

In this exciting video boxing game, you become Little Mac and go up against some of the hardest-hitting fighters in the world. If you beat them all, you get a shot at the dream fight—three rounds in the ring with the baddest of the bad, Mike Tyson.

Before you even get a look at Tyson, you have to outfox, outfight, and knockout a dozen different boxers, ranging from easily KO'd Glass Joe to fleet-footed Don Flamenco. Winning takes patience and practice, but with the correct timing and a little help from your manager, Doc Louis, you can fight your way to the top and eventually defeat the World Heavyweight Champ.

Both you and your opponent have health meters that work in the same way. When he hits you, strength is deducted from your gauge. When you hit him, his meter goes down. When your gauge is on empty, you go down. If you hit the canvas three times in one round, the fight ends with a TKO. If you fail to get up before Mario, the referee, counts "ten," then it's a KO.

Here are some tips to help you increase your strength: Never push the Start button before the round begins; this automatically decreases your strength by half. Always press the Select button in between rounds; you'll get encouragement from your trainer and extra health for the upcoming round. Never get up before the referee counts "nine"; the longer you stay on the mat the more energy you get back. Be careful when you're getting up, because the more times you've been knocked down, the faster you have to push the "A" button and the longer it takes to get up. (Remember, you can get up only three times during each round; the fourth knock down is a knockout.) When your stamina is very low, you receive a small boost of energy every time one of your punches makes contact.

There is a link between your health meter and your opponent's gauge. When your health is down, the other boxer receives additional health when he gets up from a knockdown. If you dodge his punches and land enough of your own, you can win.

You start each round with a specific number of hearts. They are displayed in the upper-left corner of the screen. Each time you initiate a punch that does not connect or is blocked by your opponent, you lose a heart mark. When you get hit, you also lose a mark; and when you're knocked down, you get up with fewer hearts.

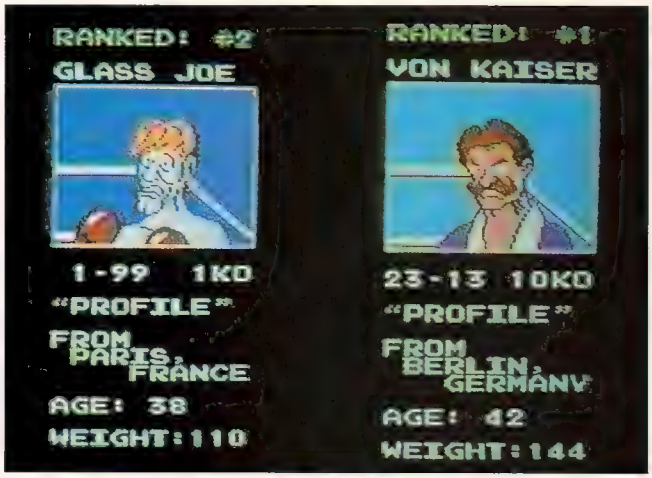
When you run out of hearts, Little Mac gets tired and has to rest. Unfortunately, your opponent will not hand you a glass of lemonade and wait for you to recover. He'll take advantage of the situation and go all out when you're in this dangerous position. His hits will take even more of your energy than usual, so always conserve your heart marks, especially when you go against Don Flamenco and Mike Tyson. Both of these fighters bait you until you're out of hearts, then they knock you out cold.

The stars next to the heart marks in the upper-left corner of the screen represent uppercuts. Stars are your reward for catching your opponent off guard. They can be used at any time, but first stun the other boxer with an incomplete set of punches (one or two, instead of three or four) and then release your uppercut. Most boxers start dodging the third and fourth uppercuts unless they are in the middle of a swing—an extremely risky technique.

Beginning Strategies

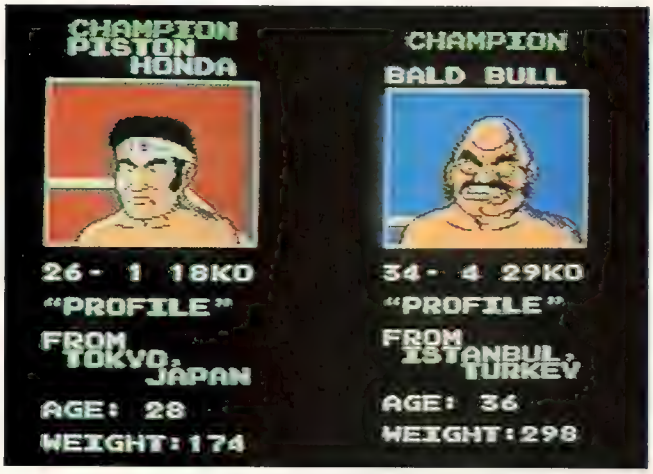
To succeed in this game, you have to learn how to stick and move. Except for Glass Joe and King Hippo, always wait for the other boxer to throw the first punch. Dodge to the left (it's faster than the right), and come back with two to six punches. The correct number of punches depends on which boxer you're fighting.

Glass Joe: The Glass Jaw from Paris is a terrible fighter who has few skills. Most of your punches land on him, but if he starts to block your body blows or uppercuts, simply change the direction of your punches and you'll start to make contact again.



Von Kaiser: The German Steel Machine is pretty easy to beat. Let him take a jab at you and dodge the oncoming blow. (You'll know he's about to throw a punch because he starts dancing.) After he takes his shot, return fire with three to five punches of your own. When Von Kaiser starts to block them, wait for him to throw another punch and then hit him again.

Piston Honda: Watch out for this samurai boxer's special moves, especially when you face him a second time in the World Circuit. The secret for defeating the Kamikaze is to look at his eyes; they'll tell you when he's about to throw a punch.



Bald Bull: Attack the Crazy Bucking Bull with blows to his face. Only go for his body immediately after he's been knocked down or just after you've gotten up from the mat. When he tries his Bull Charge, hit him with a body blow on his third jump. It takes practice to get the timing right, but when you connect, you knock him out cold.

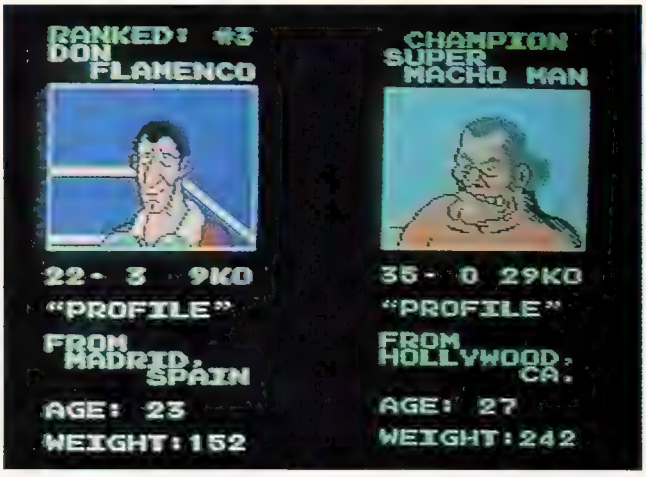
Great Tiger: The Great Magician of India uses many of the same patterns that the other fighters follow, but he occasionally goes into his corner and disappears. When this happens, be ready to block five punches. Great Tiger spins around the ring and attacks, but if you cover up when you hear the spinning sound, you'll survive. After his five punches, you should throw a flurry of punches at Tiger's head.

King Hippo: He's the easiest to punch out. Hippo only has two moves: a forward punch and an overhead punch. Whenever he starts to deliver, jab to his face. This will block a forward punch. But if Hippo was planning to use his overhead, your jab will stun him and he'll drop his pants, leaving his belly open for your attack. If you get him down once, it's curtains for the Great Chief of South Island.

Soda Popinski: The Russian Monster is easy to defeat. Use your basic techniques and watch out for his vicious uppercut.

Mr. Sandman: In the ring with Sandman, dodge his left and come back with two blows to his head. When he tries right hooks and uppercuts, dodge his blows and punch. The only thing you have to worry about is his lightning-fast uppercut. When Mr. Sandman looks like he's going to sleep, watch out; more than likely he's getting ready to deliver four mean punches.

Don Flamenco: The Red Rose of France won't hit you until you hit him, but then watch out. If Flamenco connects with three uppercuts, you've had it.



Super Macho Man: When he throws a punch, simply dodge it and come back swinging. After you get the Hollywood

Muscle Man down, he'll get back up, hesitate for a moment, and then throw three to eight Spinning-Barrel Punches. Dodge or duck his punches, then go for his face. Like Sandman, Super Macho Man sometimes hesitates in the middle of a round. Watch out: He may be gearing up for a devastating Spinning Punch.

Advanced Strategies

When you go against Mike Tyson, be prepared to speed up your delivery and response times. He moves faster than any of the other boxers, and his punches are dynamite. Like the other fighters, Tyson reacts in a pattern that can be memorized, but the key to defeating him is knowing what move he'll make after each of the visual clues that the game kindly gives you.

For the first minute and a half of your fight with Tyson, he comes out with nothing but right and left uppercuts that can hit Little Mac like a ton of bricks. If Tyson connects, you end up on the canvas. The only way not to take a fall is to avoid getting hit, and that's easier said than done.

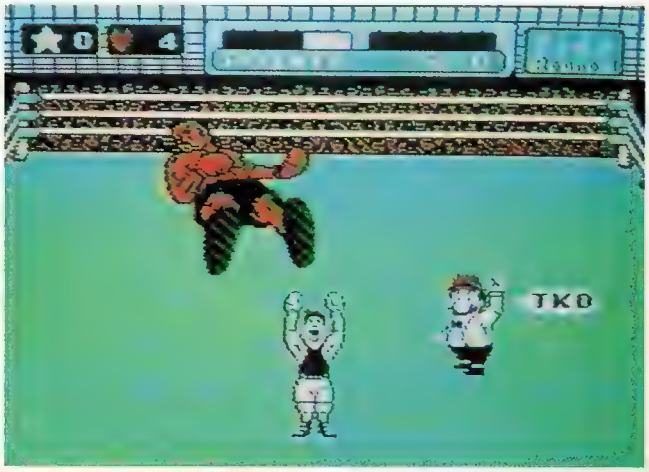
Since you know that Tyson is going to throw uppercuts, always move to the left with quick dodges when you see him start to deliver. Doing this will bring you face to face with him and allow you to get two solid punches into his face. The first one stuns him and the second brings him back to his senses. If you can keep this up for ninety seconds, you'll reduce Mike's stamina by half.

Halfway through the first round, Tyson starts to throw a combination of right and left hooks. You can tell what he's about to do by watching his eyes. If Mike winks, dodge to the left and throw two punches at his head.

Round Two begins with a flurry of body jabs that are intended to drain your heart marks. Keep your guard up and duck Tyson's jabs to preserve your heart marks. When Tyson changes tactics and returns to right and left

Dodge left when you see Tyson start to deliver his uppercut, then go for his face.

Tyson can and will knock you down with one punch if you give him an opening.



Survive 90 seconds of Tyson's Dynamite Punches, learn his patterns, and knock out the champ.

hooks, watch his eyes and you'll know where to dodge. After Tyson has thrown a compliment of hooks, he hesitates and then throws two uppercuts. They don't inflict the same kind of damage as his earlier killer punches, and he's left wide open for six solid hits to the head.

During the second round, Tyson hesitates and then opens his eyes wide and flashes them at Little Mac. This is your cue to give him a single body blow; then immediately cover up to block four jabs. Pause for an instant and dodge to the left while Tyson throws another uppercut. If he hasn't drained your heart marks, give him six blows in the head. If you're out of heart marks, dodge the first uppercut, and wait for Tyson to leave himself open after a second uppercut.

The rest of Tyson's routines are made up of short jabs, hooks, uppercuts, and his Blinking-Eye Punches. Learning to recognize each pattern will maximize your punching ratio and enable you to knock out the Champ.

Secret Strategies

Input one of these codes at the beginning of the game to advance to the level of the game you want to play.

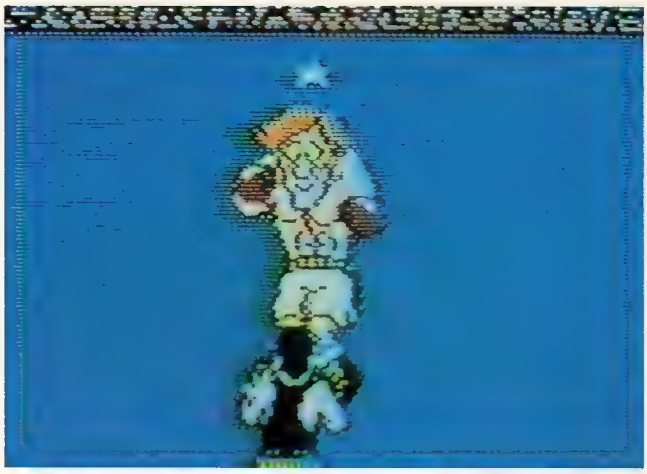
Another World Circuit
106-113-0120

Major/Minor Title Holder
777-807-3454

Super Macho Man
940-861-8538

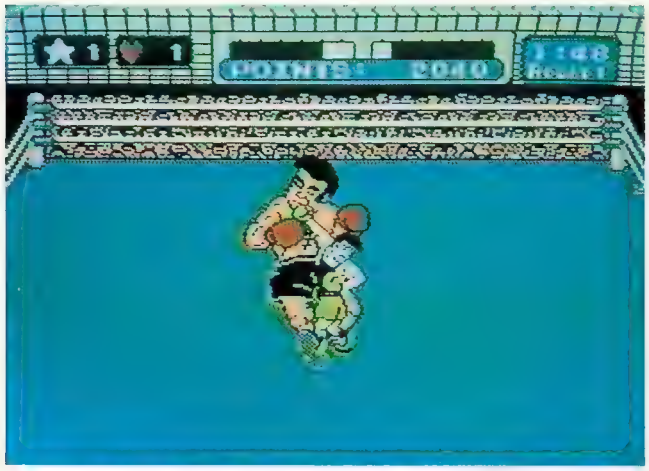
Mike Tyson
007-373-5963

To face eight fighters of higher difficulty: Press and hold the Select button and then push "A" and "B" at the same time.

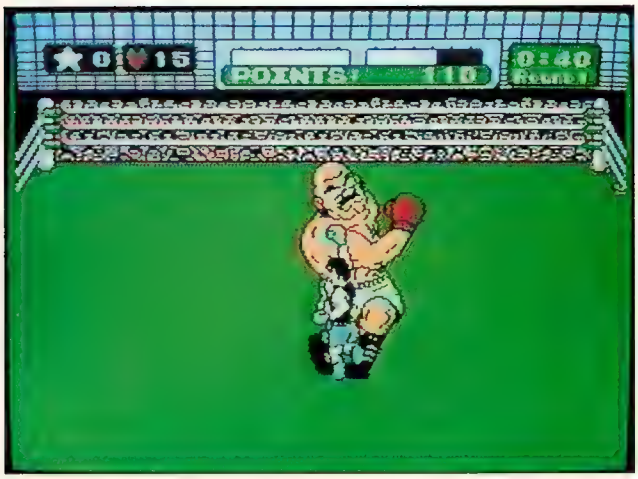


Use an uppercut to KO Glass Joe; he's really not very tough.

Avoid Von Kaiser's punches, and look for your opportunity to stun him with a blow to the face.

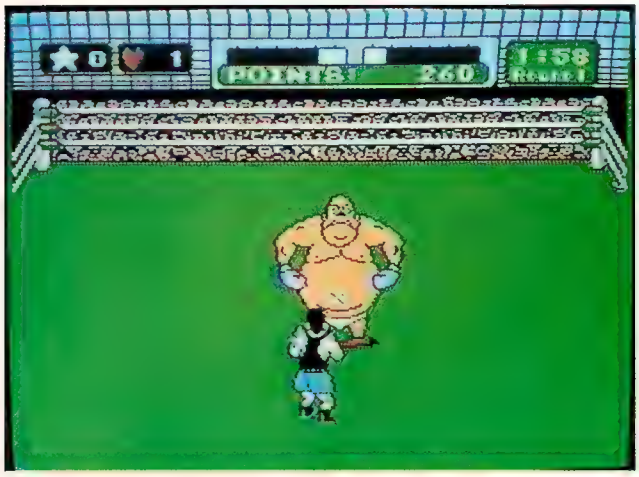


Counter the Kamikaze's punch with a blow to his face followed by an uppercut.



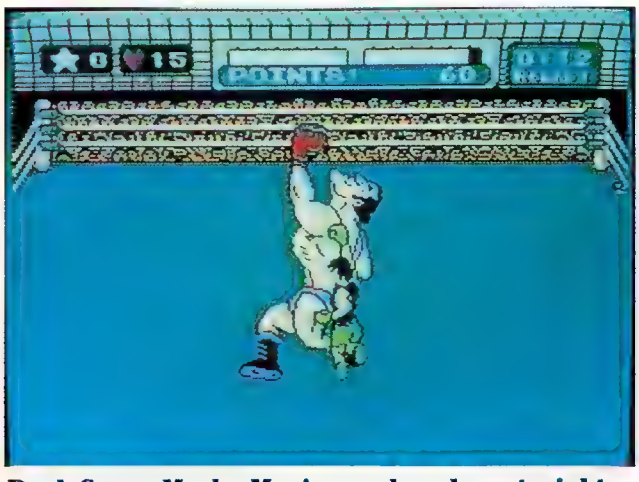
Dodge Bull's uppercuts and jabs, and punch him in the face.

You must block all five of Tiger's Magic Punches before you can knock him down.



Throw a punch at Hippo's mouth. After he blocks it, he leaves his belly vulnerable.

Learn the pattern of Soda Popinski's punches, then when he's open devastate him with a right.



Duck Super Macho Man's punch and go straight for his head.

On video Tyson is a gracious loser when Little Mac decks him.

Capcom

The game *1943* is much like its predecessor *1942*. Both games are aggressive air-action shoot-'em-ups. The story line is minimal: After a fierce air-and-sea battle, only one Allied aircraft carrier remains in the water, and it carries only one P-38 fighter plane. Fortunately, this plane is equipped with lightning, cyclones, and other special weapons that may enable it to beat incredible odds and fight off wave after wave of enemy attackers. You play the pilot of the P-38, and you'd better have nerves of steel.

Playing Strategies

Besides dodging attacks and shooting everything in sight, you must find ways to earn power-ups. You start with very little power, and you must choose how to allocate it. At the beginning you should take care of the basics: energy, offense, and defense. You should power up first for continuous laser fire and three-way constant fire, which lets you fire automatically if you hold down the "B" button. This plan of attack will take care of your initial enemies. As you progress through the game, more power-ups become available to you, and you can splurge on special weapons, which you need only when your conventional weapons fail. Shoot all red planes to release power-ups.

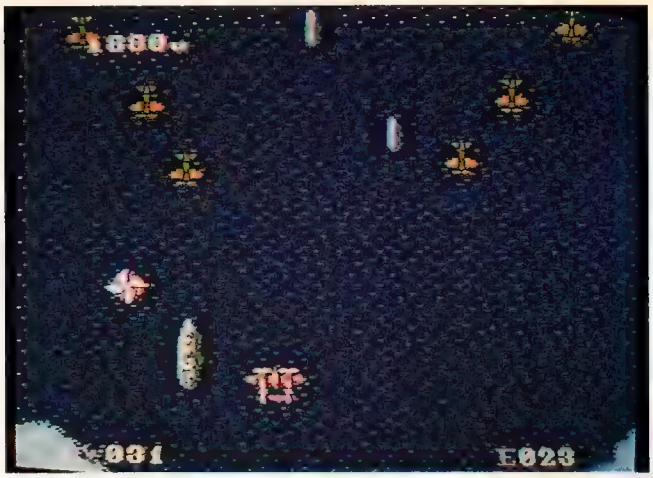
The best way to play *1943* is to use a joystick. This game was designed for arcades, and in the later stages of the game, it's incredibly frustrating to fight your battles on a pad.

You must fight some of your key battles against battleships. You'd be foolish to fight both planes and ships at the same time, so first wipe out the planes and then concentrate on knocking off the guns on the battleships. Remember that you've got to destroy each gun on every ship if you want to complete the game.

Special Strategy

To increase the power of your shots, press down and hold the "B" button until you hear a whistle. Immediately take your finger off the button and fire a shot. Use this technique on aircraft carriers and large battleships.

First allocate your power-ups to energy reserves and offensive and defensive weapons.



After shooting a series of planes, you earn a spinner power-up.

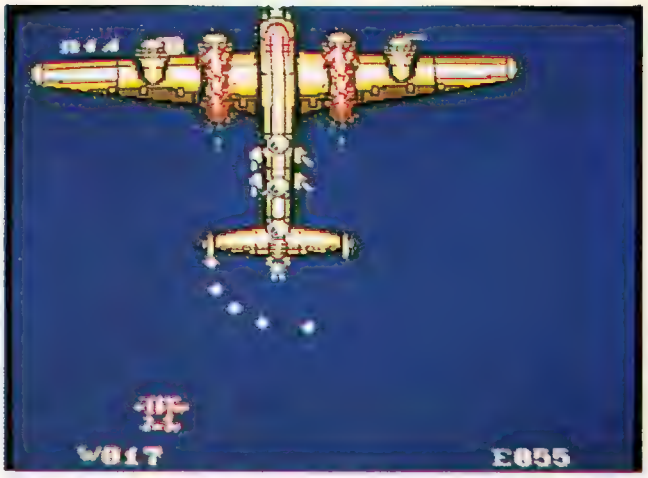
Power-ups that look like barrels are rewards for good fighting; most are in the clouds.

The cow is a reward for knocking off the guns on the battleship. It gives you more power-ups.

You want to knock out each gun on every battleship you encounter.

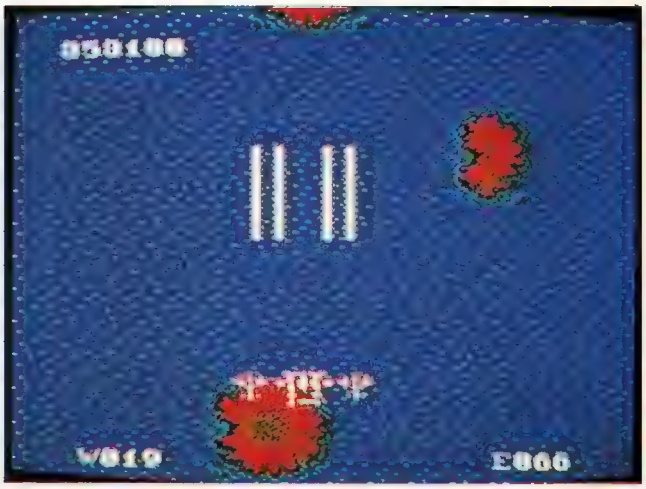
Before taking on a battleship, you should clear the air of enemy planes.

A pink elephant is one of the many unusual power-up symbols in this game.



Big planes are a challenge unless you have sufficient firepower.

As you progress through the game, power-ups add additional fighter planes to your arsenal.



Acquiring double-laser fire makes you almost invincible and practically insures your success.

When you are under attack, shoot into the clouds; this may reveal hidden power-ups.

An on-screen display tells you that you have successfully accomplished your mission.

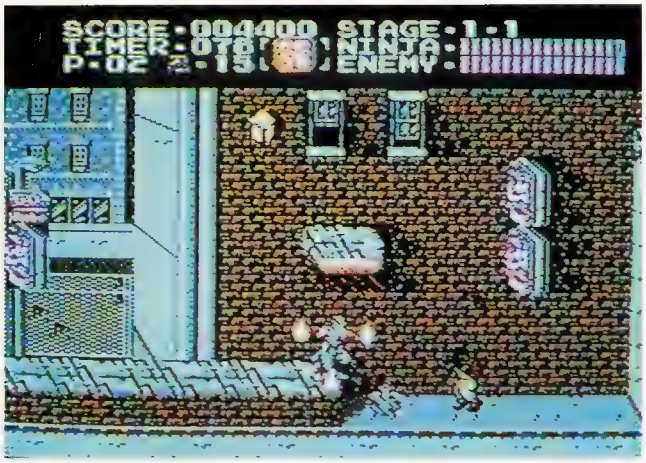
NINJA GAIDEN

Tecmo

Ninja Gaiden is an epic tale of trust and betrayal. You are Ryu, a young ninja who has been summoned from your hidden training camp isolated deep in the mountains of Japan. Taking along only your ninja weapons and skills, you set out to find the person who has hinted that your father may still be alive.

Ninja Gaiden is an interactive game spread across 20 levels of play. Most of the action involves running, jumping, hitting, and slashing, but cinema displays that are laced in between each of the action sequences explain the story line and draw you into the world of *Ninja Gaiden*.

The action screens are straightforward and intense, with plenty of adversaries. You must master the basic fighting and jumping techniques, as well as learn how to defeat the boss that waits in the final area of each level. Once you've accomplished all this, you'll be able to unlock the secret of your father's mysterious disappearance and defeat



The Fire Wheel uses a lot of Ryu's power, but there's a Blue Bonus just above you.

Go after Barbarian in Jay's Bar with a Throwing Star, but Fire Wheel is your best defense.

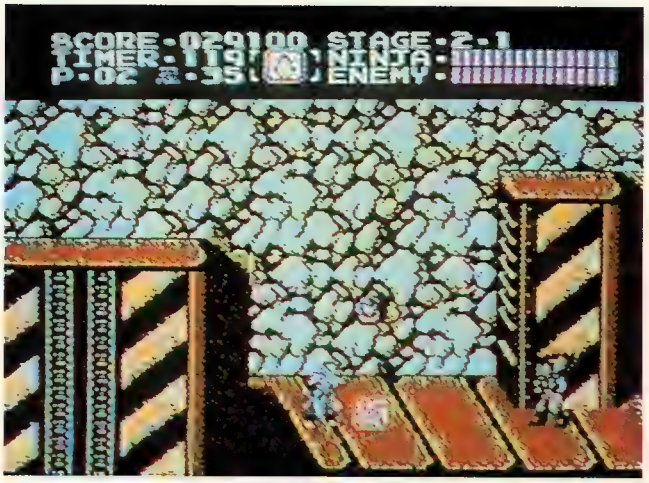
the hideous demon who holds him hostage.

Beginning Strategies

The basic game play in *Ninja Gaiden* requires good jumping and timing skills more than anything else. Learn to negotiate the obstacles that stand in Ryu's way by using your Wall-Springs to latch onto walls and buildings, and you'll be able to get out of most tight situations. Since you usually have to use the Wall-Springs while you're fending off the steady stream of grunts that appear on the screen, you must master this technique early in the game.

You should also learn to find the power-ups that are hidden inside streetlights and torches. Always hit the lamps with your sword; some of them hold weapons, but others have special enhancements that increase your health and spiritual strength. In later rounds of play, your health and spiritual strength determine how long you stay alive as well as the length of time you can use power-ups.

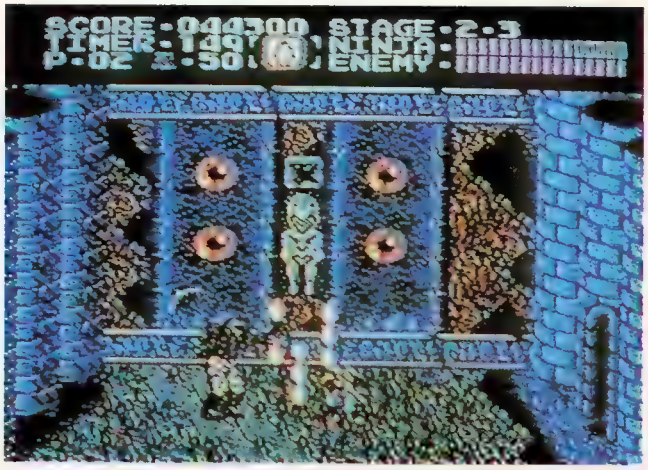
The power-up weapons not only enhance your fighting ability, they also increase the area in which you can attack. To activate these weapons, press Up on the pad and then press the "A" button.



You can get a Ninja Windmill Throwing Star at this place in the Outpost.

A Red Boost gives Ryu ten power points that he can spend on options.

Crossing Death Valley, Ryu relies on the Art of the Fire Wheel to protect him.



To defeat Bomberhead in two blows, use a jump and slash technique.

Sword: Ryu's main weapon is his sword. You begin the game with this weapon, which has unlimited use but a short range.

Time Freeze: This power-up brings your enemies to a standstill for five seconds, making them easy targets or allowing you to take a short break from the action.

Ninja Windmill Throwing Star: This power-up is a deadly boomerang. You throw it toward the edge of the screen, and it flies back quickly, eliminating anything in its path.

Fire Wheel: Ryu can use this power-up to surround himself with an indestructible barrier that prevents enemy creatures from attacking him. This weapon is limited and eventually runs out, but while it's in force it protects Ryu so completely that you can walk right through bad guys without being harmed.

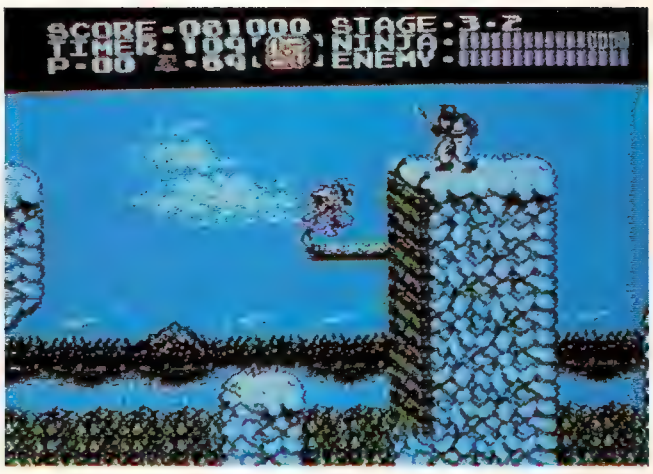
The Art of the Fire Wheel: This weapon is similar to the Fire Wheel, but it also allows you to throw a fireball across the screen at your attackers. The Art of the Fire Wheel is your most useful power-up weapon.

Advanced Strategies

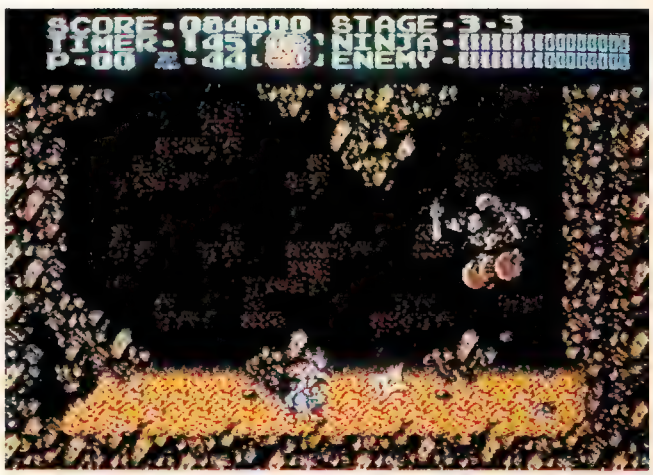
The boss characters at the end of each round are the most dangerous enemies Ryu encounters. They have complex attack patterns and can only be destroyed by multiple hits. Worst of all, the bosses often attack in pairs.

Barbarian: You encounter this giant boss in a deserted tavern. As he approaches you in the center of the screen, quickly stab him and then retreat to the wall. Jump up and latch onto the wall high enough so that you're out of the Barbarian's reach. After he runs into the wall, he turns and walks in the opposite direction and away from your position. This is your opportunity to break loose and attack him from behind.

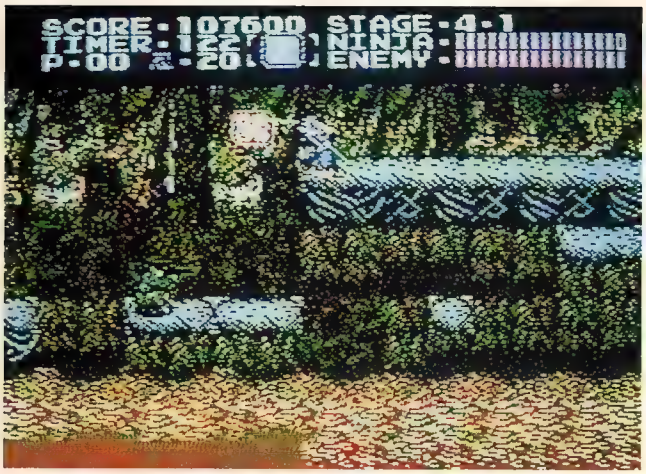
In this area of Act 3, hidden items are inside the white-headed Eagles. Collect them all.



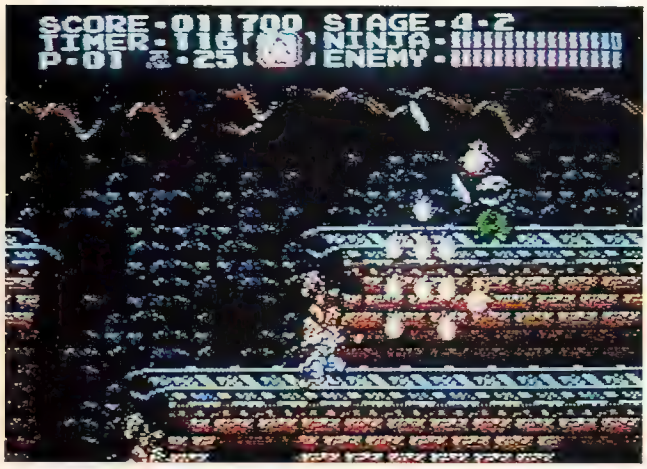
Ninja soldiers attempt to block you as you make your way along the arduous course.



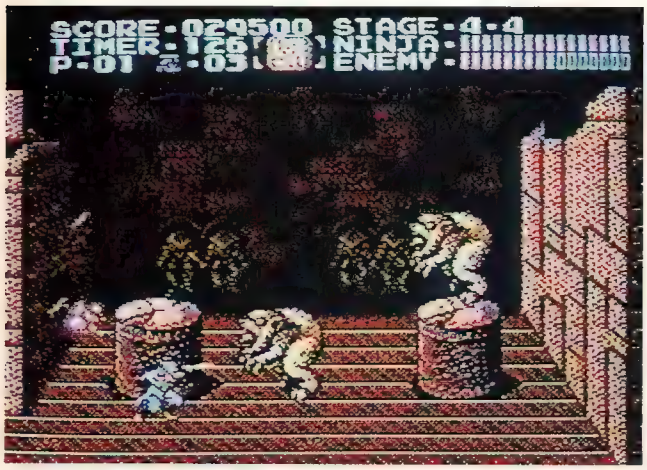
In Yomi's Cave use your Ninja Throwing Star to attack Basaquer.



The Fire Wheel allows you to travel quickly because no enemy can withstand the heat.



Fighting his way through the Bazlisk Minefield, Ryu uses the Art of the Fire Wheel.



Use your Throwing Star to defeat the Kelbeross. Don't go after them; wait for them to come at you.

Bomberhead: You meet up with this large enemy underground. He's armed with a ball and chain. To defeat this boss, get in close and slash away. The boss moves toward you slowly. If he gets too close, run, and jump high on the wall; then immediately move over his position and attack from the opposite side.

Basaquer: In this screen you are attacked by the most ruthless bad guy yet. Stand in the middle of the screen and jump over the boss's shots; then hurl the Fire Wheel as he jumps from one side of the screen to other.

Kelbeross: Watch out: Two attacker toads bound onto the screen and try to get their teeth into Ryu. You must have the Ninja Throwing Star for this stage. Stay in the middle of the screen, just under the altars, because when the boss characters jump on top of them, they cannot get at Ryu. Concentrate on destroying one creature; then turn your full strength on the other.

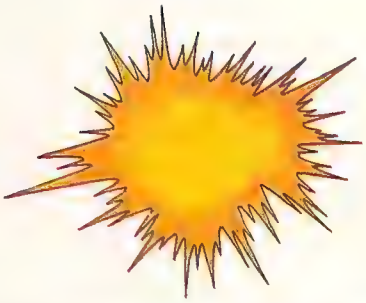
Bloody Malth: This boss is easy to destroy. Armed with your sword, get in close and slash as fast as you can. Be sure to leave a little distance between Ryu and this enemy because his touch can be deadly.

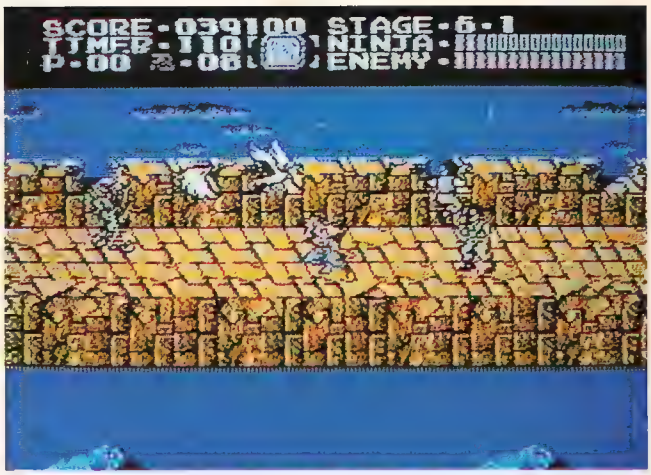
Act 6 Boss: Stand on the ledge to the left of the statue's red nose, and avoid the creature's shots. Be sure you have the Fire Wheel, which you'll also need for the two final battles.

Jaquio: The dark lord who put your father under an evil spell now stands before you. If you have at least 96 points of spiritual strength, begin attacking Jaquio by going from left to right. Avoid the bombs he fires and throw fireballs at the corner opposite Jaquio. He will run right into your shots.

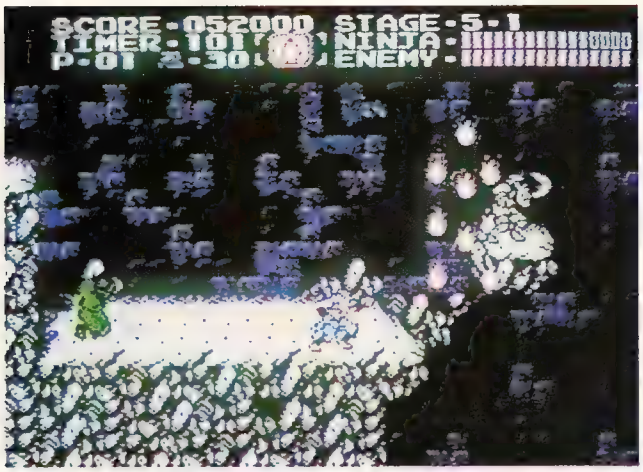
Demon Statue: After you've defeated Jaquio, the demon statue in the background comes

to life. Stand to the left and avoid the beams the statue fires. Pound the creature with the Art of the Fire Wheel. After a few hits, the beast's head comes off its body and rolls over Ryu. Don't worry: It won't take that much energy from your reserves. Keep firing and soon you will join those who have helped you on your quest.



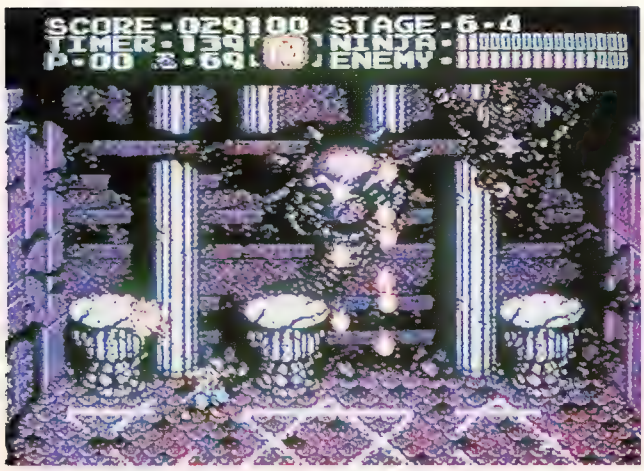


After crossing the Death Bridge, Ryu enters the inner shrine, the game's most difficult area.

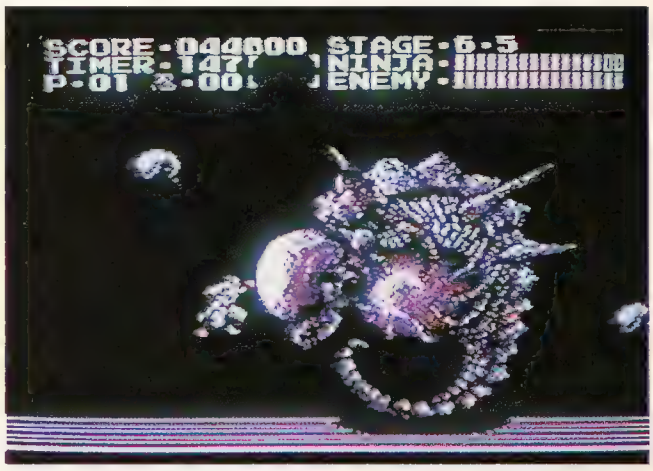


Destroy the enemy with the Art of the Fire Wheel before you attempt to make the jump.

Malth challenges you with lightning, but if you stay low and attack, you'll wear him down.



Use the Art of the Fire Wheel to attack Jaquio.



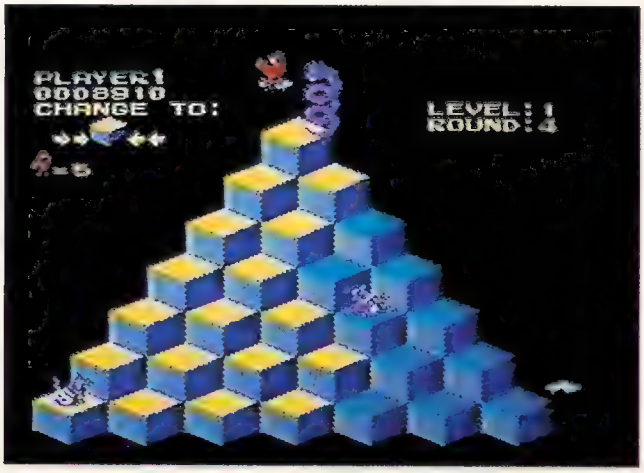
Begin attacking Jaquio from the left. The Art of the Fire Wheel is the appropriate weapon to use.

Ultra

Q*bert, the loveable two-legged nose that lives in a pyramid, has hopped straight for the arcades into the Nintendo Entertainment System. In *Q*bert* your goal is to change the surface color of 28 cubes. You automatically change the color of each block by hopping onto its surface. In the early rounds you only need to hit the top of each square once. Later in the game you're required to jump at least twice on each block, and you must always be very careful not to change the surface to the wrong color.

To make matters more difficult, the Tazmaniac Kings of Chaos have sent a wild cast of rascally characters to stir things up. The bad guys include Coily, Ugg, Wrong-Way, Slick, Sam, and the dread Whammy Balls. Some of these guys go after Q*bert, and others are intent on messing up your pattern. There are even some helpful objects in the game that give Q*bert the upper hand against your adversaries. You need all the help you can get, with nine levels of play and 36 different patterns to complete.

In Round 1 of Level 1 you get your first look at Coily, who's curled in a purple ball.



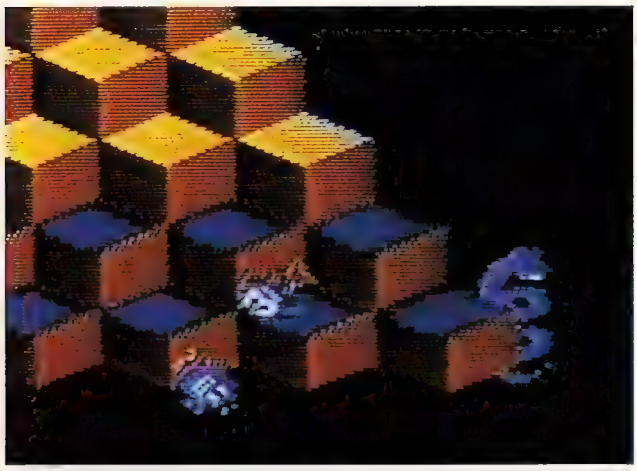
Use the spinning Discs to knock Coily and friends off the pyramid.

Beginning Strategies

The first thing to learn about *Q*bert* is how to handle the controller. The Nintendo Entertainment System doesn't have a four-way diagonal joystick, so it's difficult to control Q*bert unless you know this secret: At the start of play, the game offers two different options for the way in which the buttons and pad move Q*bert. Choose the first one and then pivot the controller 45 degrees so that Up is in the upper-right-hand corner. This will give you just about the same feel as an arcade joystick.

The next thing you need to learn is the way the characters move and how they affect your goal:

Coily: He starts as a purple ball that bounces down a cube, just like a Whammy Ball. But instead of falling off the bottom, Coily reappears after sitting still on the bottom row of cubes and hops from block to block in pursuit of Q*bert. Coily can be outrun, but he chases you until you're hit or you're able to lure him off the side of the pyramid. To do this go to one of the cubes on the outside edge of the pyramid that has a floating Disc nearby. When Coily is on the cube above or below Q*bert, jump onto the Disc. You speed to the top of the screen, but Coily jumps into oblivion.



Coily is very aggressive and usually stays just one or two jumps behind Q*bert.

Ugg and Wrong-Way: This nasty pair of uglies also go after Q*bert. But instead of jumping onto the tops of the cubes, these characters travel on the sides of the blocks. If Q*bert gets in their way, you lose a life.

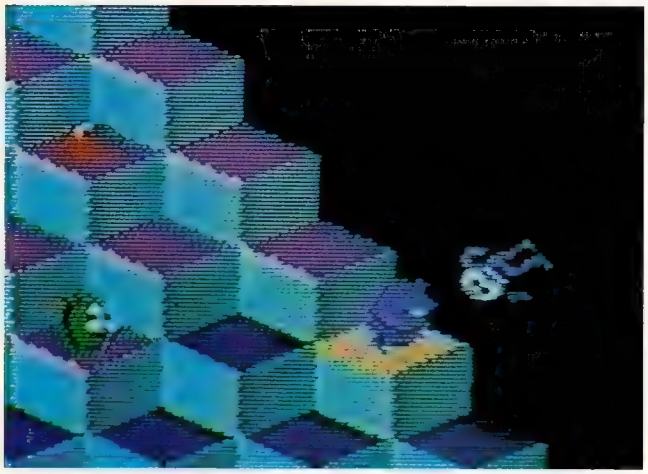
Ugg starts at the bottom of the screen and works his way upward.

Slick and Sam: Q*bert can snatch up these two green guys for bonus points, but if you don't grab them, they march down the pyramid, jumping from block to block and changing the color of the cubes to disrupt your pattern.

Slick enjoys messing up your patterns just as much as his brother Sam does.

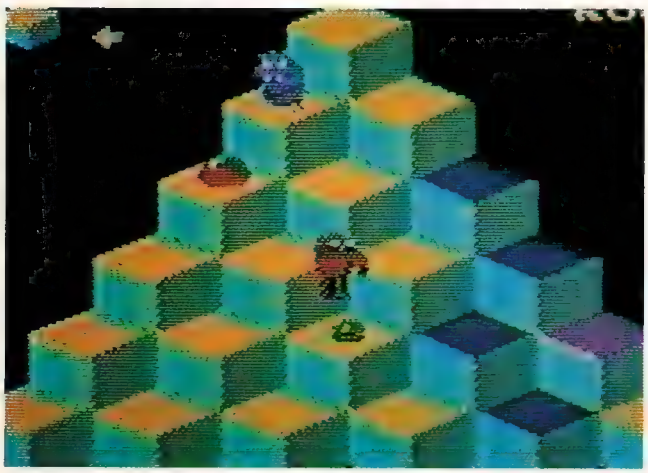
Whammy Balls: These obstacles fall from the pyramid and slowly work their way down each block and off the bottom of the screen. They enter on the pyramid's second level, so

watch out when you're at the top of the screen.



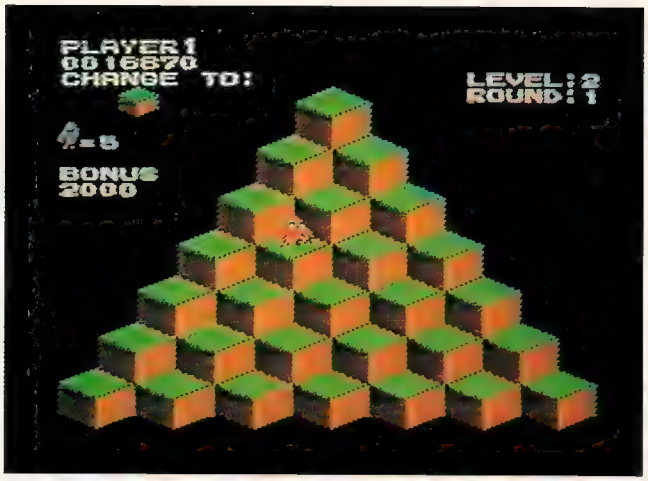
The Whammy Ball is deadly to touch, but the Green Ball will help you out and add to your score.

Green Balls: These balls are like other items that bounce down the pyramid, only slightly smaller. When you get a Green Ball, everything on the screen freezes and you can guide Q*bert right through the bad guys. A Green Ball is helpful when Slick or Sam has messed up your pattern and you need to repair the damage he's done.

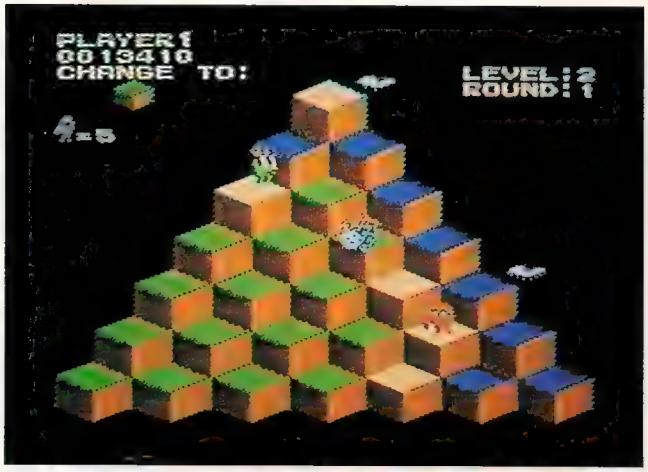


Q*bert jumps onto a Green Ball that freezes the other characters and lets him go where he will.

*Q*bert* is essentially a maze with set boundaries and goals. You can develop patterns that will help you through the early boards. Move Q*bert down the left row of cubes; then work your way across the



After you change all the squares to green, you've completed Round 1 of Level 2.



Guiding Q*bert around the pyramid is tougher when these two foes come out to play.

Catch a Green Ball and freeze your enemies for a few seconds.

bottom of the screen, jumping on a Disc whenever Coily gets near. Next, switch your attention to the top of the screen where the Disc takes you. In later rounds, when you need to hit each block several times, follow the same routine. Clear an area, slowly working your way across the bottom; then move to the top with the aid of a Disc.

Advanced Strategy

Beginning at Level 3, when you jump on a cube that has already been changed to the target color, you change its color again. If you get stuck and aren't able to jump on the blocks in a way that will change them all to the target color, hop on a floating Disc. This takes you back to the top of the screen where you change the color of the top cube when you fall on it. You can also wait at the top of the screen on the first level of the pyramid for Slick or Sam to appear on one of the blocks below you. Jump on the pesky cube hopper; then quickly jump back to the top block.

The best strategy is to clear the lower part of each pyramid and then concentrate on the top of the structure, clearing out the Slicks and Sams as they drop and grabbing up the Green Balls. Your main enemies in the higher rounds are Slick and Sam, because of the damage they can do to the work you've already done.

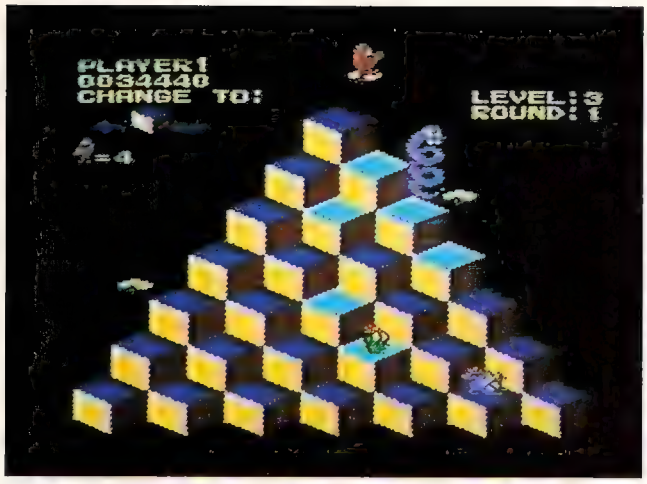
Secret Strategies

Whenever you're cornered, you can still sneak away to safer ground. The trick requires good timing, and it's easier to perform when you're escaping Uggs and Wrong-Ways than it is when Coily or a Whammy Ball blocks your way. When the opponent is about to squash Q*bert, begin to leap or bounce, and push Q*bert in the direction that the character is coming from. If you time it just right, you'll pass right through the bad guy and not lose a life.

Be careful not to jump off the pyramid; it's instant death.

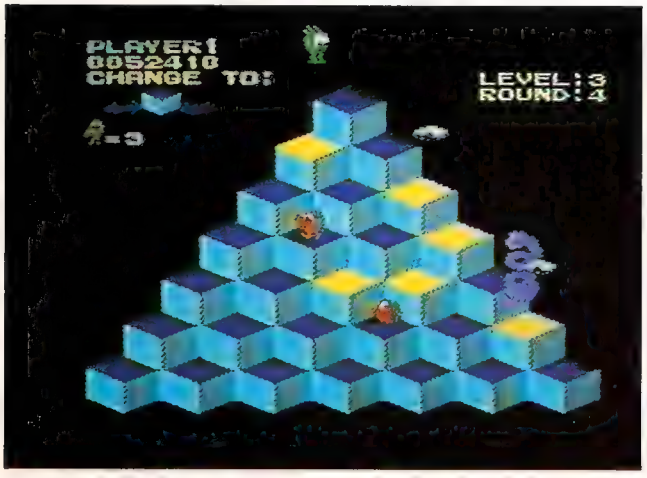
To change all the squares to white, you may have to jump on some of them more than once.

Level 4 is a challenge, but each round of Level 4 has up to six Discs.



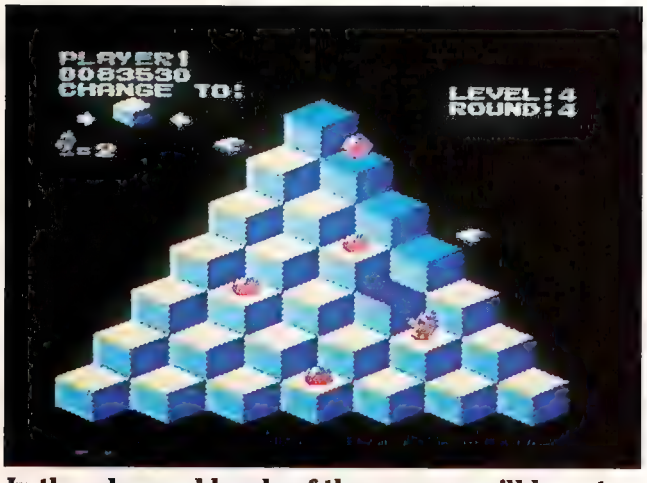
Q*bert comes in for a landing on the top of the pyramid.

Running into a Whammy Ball is a quick way to end your game.



Sam changes the colors of the squares when he jumps on them.

Q*bert must wait for Coily to come closer before he jumps, or Coily won't fall for his trick.



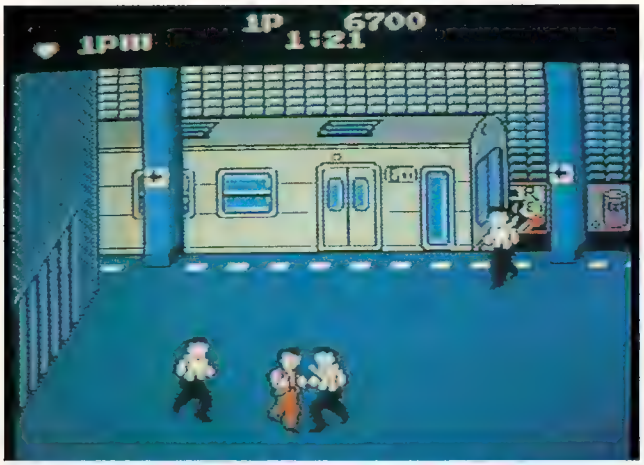
In the advanced levels of the game, you'll have to jump on the same squares more than once.

Q*bert rides a Disc to safety at the top of the pyramid.

Taito

Renegade is a martial-arts game with an urban setting. You find yourself alone downtown at 2 a.m., surrounded by hoods. But the situation could be worse; you're a trained fighter. Even though some of the gang members are armed, you take them on with your bare hands and win.

The game begins in a deserted subway station, where you fight three thugs. By using various combinations of buttons and your joystick or pad, you can punch, kick, drop kick, choke, throw, and sit on your enemies. You should spend time practicing these moves before you attempt to take out a street gang, because these kicks and punches are your only defense. You can't pick up your enemy's weapon and use it against him or her. You have to depend on your hands and feet. In this game power-ups give you additional energy and increase your martial-arts skills, enabling you to kick harder, jump higher, and fight meaner. There are no power-ups for weapons.



Smash these punks with your jump kick by pressing "A" and "B" at the same time.

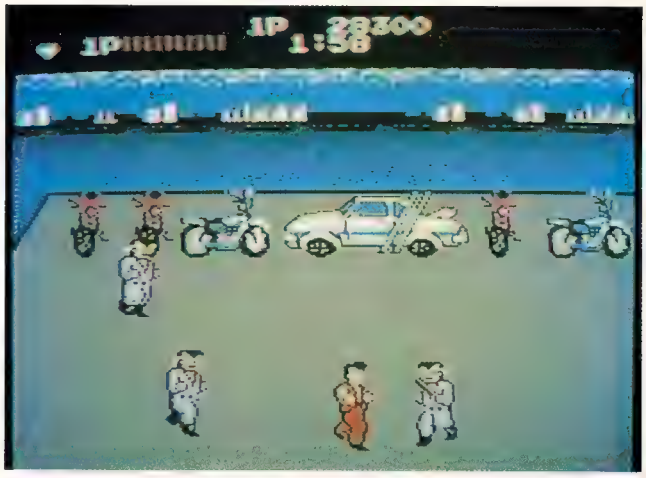
If the hood has a stick, sneak up behind him or do him in with a back kick.

Playing Strategies

After you get past the first group of thugs in the subway, you next encounter a motorcycle gang. Then six women come after you with their purses. When you face an enemy who isn't armed, you can defeat him or her head on. But bad guys who have chains, sticks, or other weapons require trickier moves. For example, if a thug comes after you with a chain, turn your back and throw a kick. Sometimes, you can find a safe area at the corner of the screen, where you can stand and just wait for your enemies to come at you.

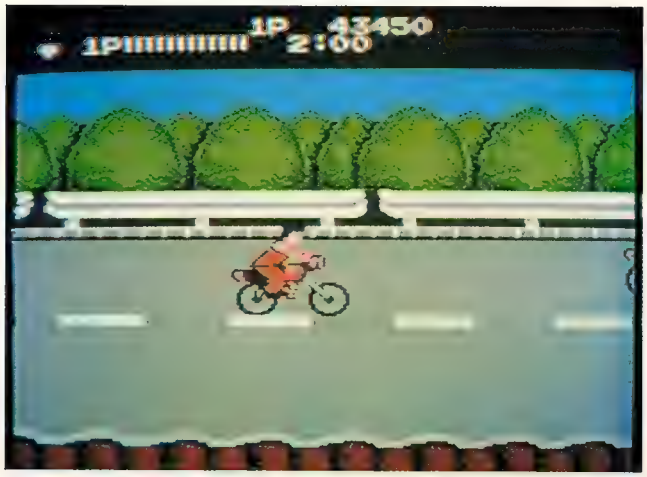
As you progress from Stage 1 to Stage 3 of this game, your enemies don't become more difficult to defeat; there are just more of them. In the fourth stage, you must fight much stronger enemies inside rooms where you don't have much space to maneuver. But don't panic, and when you are in doubt about what to do, use the drop kick. This is your most powerful weapon. To perform a drop kick, press the "A" and "B" buttons at the same time.

You can box with this guy if you want, but to get rid of him, knock him off the platform.



There are lots of mean hoods in the motorcycle gang, so watch out.

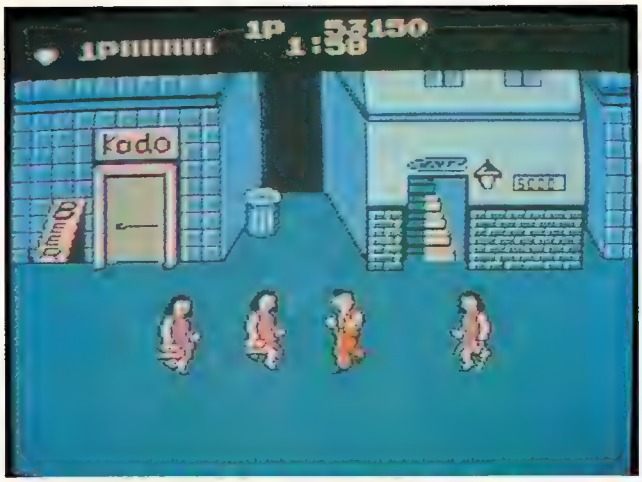
Don't panic when a guy comes at you on a bike. You've just got to get it away from him.



Once you take a gang member's bike, it's yours to ride out of danger.

You can try to run these guys off the road, but they really need to be kicked off the screen.

This hood is alone. Watch his moves, and punch and kick him as often as you can.

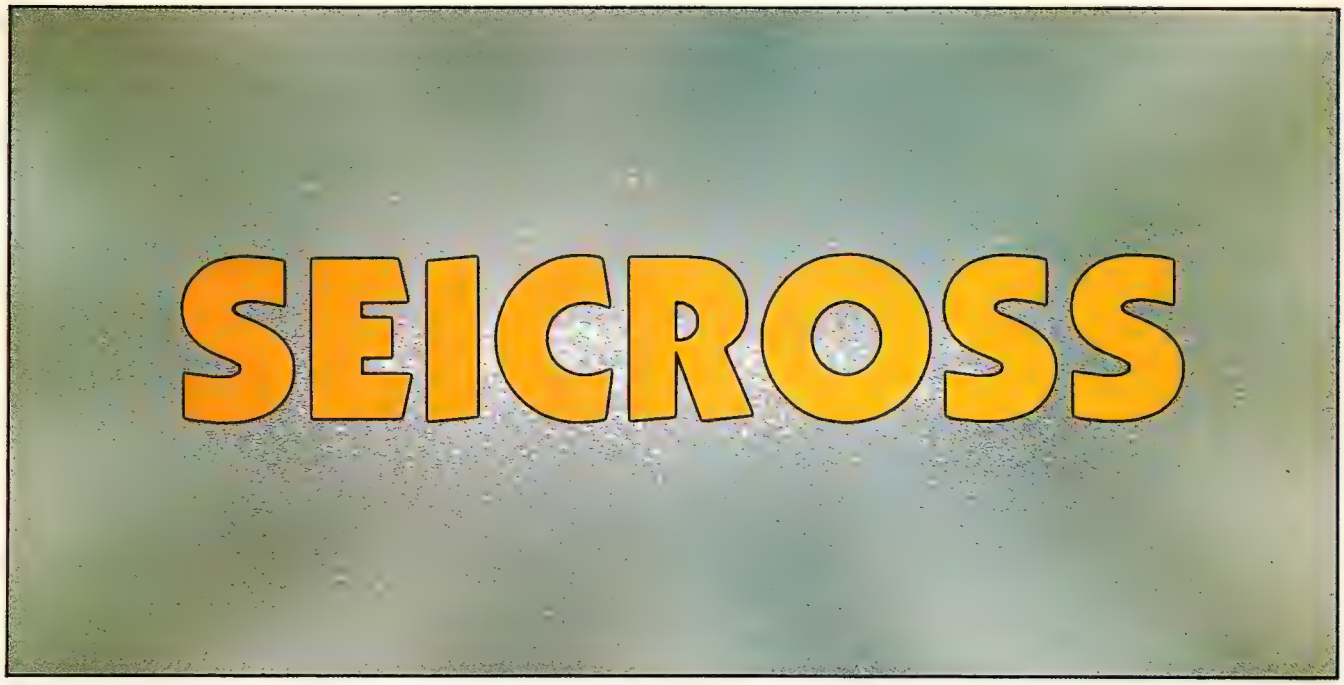


There are bricks in those purses, so look for *P*s that will give your kick more power.

Six women are waiting to come after you in the bar. They're not tough, but they work together.

After you beat these punks, choose Door One or Door Two, and continue your fight.

These hoods have been watching TV, they know all the moves, so kick the wall to find a power-up.



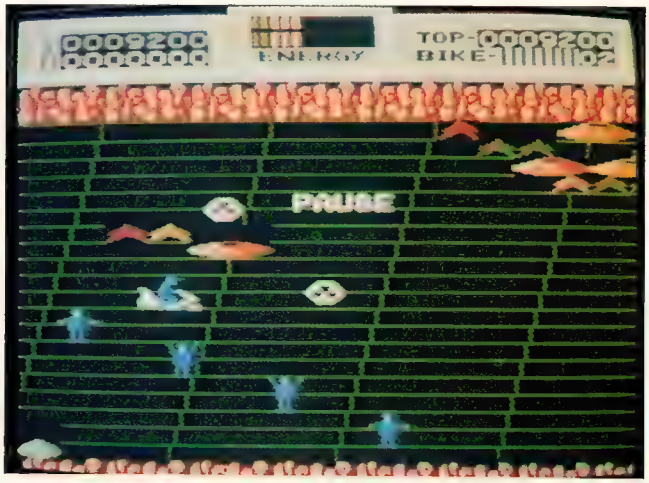
FCI

Seicross is a high-quality shoot-'em-up that started out as a popular arcade game. The story line is pure science fiction. A few people of Petra have fled underground to escape the violent, barbaric tribe of Basrah, but some Petras are held hostage on the planet Colura. Those who escaped plan to rescue their countrymen with a powerful space motorcycle called Gilgitt Petras. This bike is the one last hope of the people of Petra to defeat the barbarians and reclaim their planet. It's your job to ride the bike.

You must maneuver the bike through three different fields of battle: the Obstacle Zone, the Slippery Zone, and the Battery Zone. Once you master these zones, you can enter the well-guarded space city and annihilate BalTank, the dinosaur tank that stands between you and victory. Even though the zones become more difficult as you progress, each involves similar decisions. You must decide whether to shoot at your enemies or to run around them, and whether to pick up blue Petras or leave them on the road. It's hard not to take pity on the little men, and if you're playing for points, you'll want to pick up as many Petras as you can. You should base your decision on the amount of energy you have, because you use energy faster when the little men are on board your bike.

Playing Strategies

There are three ways to die in this game: when you're hit by enemy fire; when you lose control of your motorcycle and crash into a wall; and when you run out of energy. Expect to spend your first three or four games

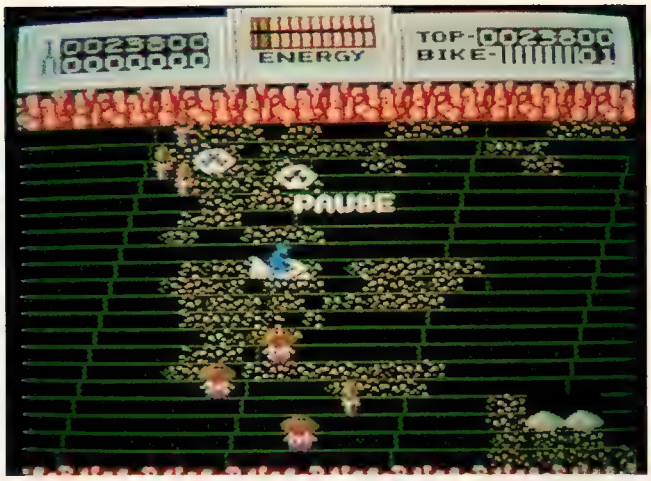


If you're playing for points, pick up as many little blue Petra men as you can.

getting the feel of the bike and learning to dodge the various kinds of enemy weapons.

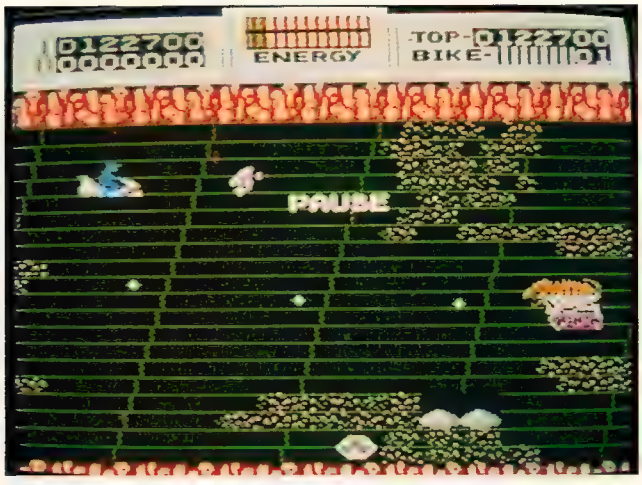
Controlling the amount of energy you have presents additional problems. The only way to master this aspect of the game is to learn to conserve energy. Resist the temptation to ride through a zone with your finger on the trigger. Every shot costs you energy, and you need that energy to continue.

If you can go around an obstacle, go around it. Don't shoot at it. There are a few exceptions to this, especially dinosaur fossils. When you see one, shoot it. A Pilpul alien may be hidden inside. These give you power-up potential and ultimately extra bikes. Another exception is the Chenobalm, which looks like a green tire. If you hit it twice, a star will appear. The star is a power-up and gives you increased firepower and bonus points. But in general it's more important to conserve energy than to get points.



In the Slippery Zone avoid the sparkly, slick spots, or your bike may go out of control.

When you shoot enough dinosaur fossils, you receive a new motorcycle.



After you destroy a dinosaur tank, a little dinosaur head comes after you. Shoot it.

The Battery Zone is the most difficult because of its hidden force fields and roadblocks.

SKATE OR DIE

Ultra

Skate or Die is one of the most unusual games ever produced for NES. It's part arcade action game and part sports-competition game, but it's also the first cartridge that requires you to become a true video athlete. To play this game well you need to learn new skills rather than just picking up strategies and learning the capabilities of your character and his enemies.

The story line for *Skate or Die* is a quasi-science-fiction fantasy. Rodney Recloose owns the Flesh 'n' Asphalt Skate Shop that's the hangout of his son, Bionic Lester, and two crazed skateboarders, Poseur Pete and Aggro Eddie. You're the new guy in town and have to prove your skating abilities against these pros. The game gives you plenty of time to practice, and you're going to need it.

The story line isn't really necessary; there are only a few times when you compete one-on-one against Lester, Pete, or Eddie. Most of the time you compete against your own previous high score or the scores of your friends. Up to eight people can be involved in a contest; you just have to register your name on the Sign-Up board.

Playing Strategies

The game has five events: Jam, Joust, Free Style, High Jump, and Race. The mastery of each event requires different skills. The only way to develop these skills is to practice. Learning to play *Skate or Die* is like learning to ride a skateboard. It takes time and patience. You shouldn't try to compete

In this game, Rodney Recloose keeps score for up to eight players.

before you know the moves, and they are difficult to learn.

Each event has a practice area, but just getting to the practice area may be difficult until you figure out the subtleties of goofy foot. This is a play option that allows you to move as if you were the character on the monitor. When you move your controller to the left, the character will move to the character's left, which is your right. In goofy foot everything seems to be backward because you're moving as if you were the character. A regular-foot option is also available, but not until you've had your first encounter with goofy foot.

Once you're in a practice area, go nuts. You'll eventually be doing hand plants, tail slides, kickturns, ollies, and dozens of other incredible tricks. Many of these moves require a complicated combination of buttons and your control pad or joystick. But once you've mastered the tricks, you'll be ready to compete and win.

In the goofy-foot mode the character moves as if he were you.

The Jam is a two-person race through trash-littered alleys. Anything goes.

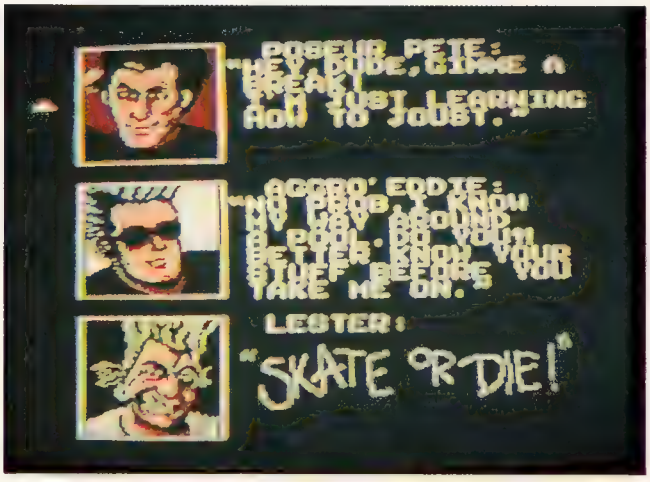
In the race you compete against yourself for the best time on the course.

To improve your time in the Race, make a tight turn at the bottom of the hill.

Before you enter a free-style event, practice your tricks on the ramp.

Your height in the High Jump is shown at the far right of the screen.

The Jam is scored on-screen for both speed and the difficulty of the tricks you perform.


POSEUR PETE:
"HEY DUDE, GIMME A BREAK! I'M JUST LEARNING HOW TO JOUST."
ACCRO' EDDIE:
"NO PROB, I KNOW MY WAY AROUND A POOL. DO YOU BETTER KNOW YOUR STUFF BEFORE YOU TAKE ME ON."
LESTER:
"SKATE OR DIE!"

You choose your opponent for the Joust. Pete is easiest to beat; Lester is toughest.

In the Joust you try to knock your opponent off his board with a stick.

After you register, the cartridge memory records only your highest scores.

Sunsoft

Spy Hunter is a maze, an adventure game, a car chase, and a boat race. You play Spy Hunter, a CIA agent, who is supposed to find and kill enemy spies on land and sea. The bad guys are also out to get you, so you have to be constantly alert, stay on the road, and use your power-ups wisely.

The offensive and defensive capabilities of your vehicle can be improved by several power-up options. These include a smoke screen that blinds your enemies, an oil slick that makes them go off the road, and missiles that destroy enemy helicopters. You add power-ups to your arsenal when you enter a new territory and push the Start button. A Weapons Van appears from behind you on the road. Get behind the van and drive in. You can have several power-ups at any one time and choose your favorite with the Select button. Each power-up is useful in a particular bad situation, but it never hurts your game to use the oil slick. This is the most effective weapon against enemy cars.

If you get the smoke screen from this Weapons Van, you can disorient your enemies.

The smoke screen is most effective on wide parts of the road.

Playing Strategies

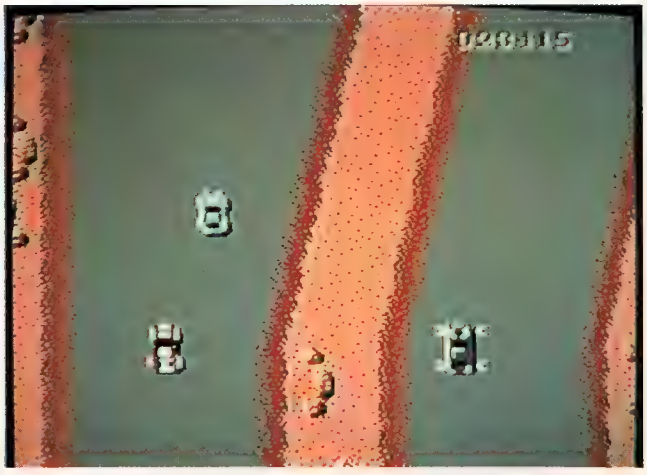
Not all the cars on the road are your enemies. Some are innocent bystanders, and if you destroy one of the noncombatants, you will be blocked temporarily from scoring points. You need every point you can get, because if you score 10,000 points, you get an additional vehicle. After you get the first extra car, you need 30,000 additional points to get another one.

You shouldn't have much trouble identifying your enemies because they are aggressively intent on destroying you. On the road you encounter Tire Slashers, Bullet Proof Bullies, Limousines, and Helicopters. At sea you still have to deal with Helicopters, but you also have to defend yourself against torpedo-equipped Cruise Boats and bomb-equipped Speed Boats.

Special Strategy

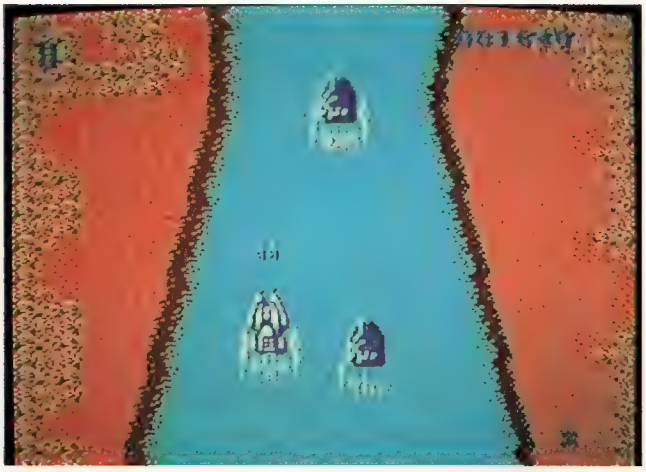
Before you can go out to sea, you have to drive to the boat house. To get there you must avoid dead ends. At each fork in the road, you have to make a choice: left or right. To go to the boat house, choose the same direction at the first three forks you come to and the other direction at the fourth fork in the road. You can go right, right, right, left or left, left, left, right; either way will take you to the boat house.

The oil slick forces other vehicles off the road. Use it on narrow sections of highway.



A Tire Slasher can come across the median and inflict serious damage on your car.

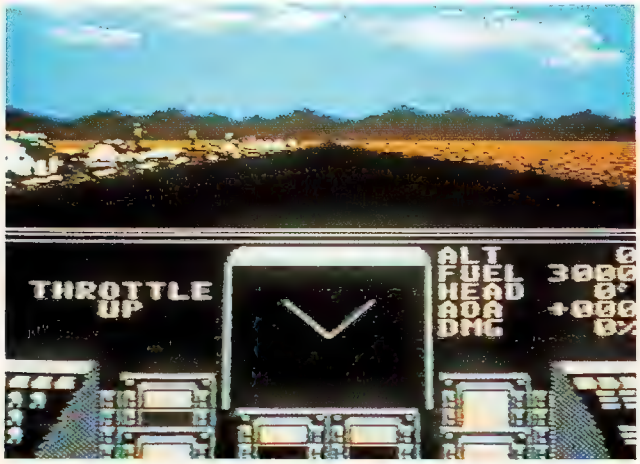
The only way to destroy a helicopter is with missiles, but if you're fast, you can outrace it.



On the water Cruise Boats attack you with torpedoes, and Speed Boats throw bombs.

Activision

Stealth ATF is a true combat flight simulator. The game's three main screens are takeoff, combat flying, and landing. You must negotiate the unfriendly skies in eight hot spots around the world, including the Middle East and the Persian Gulf. You have at your disposal an almost unlimited quantity of gunfire, a limited supply of heat-seeking missiles, and one of the fastest and most maneuverable fighters ever made. You can climb, roll, loop, or do anything a real fighter jet can do.



The takeoff for Mission 1 should present no problems for the experienced pilot.

To bring peace to each embattled area, you must eliminate from ten to 30 enemy aircraft. You can use your exposed mode, or fly your plane in its stealth mode, which enemy planes can't detect. The opposing forces have plenty of firepower, and you must always remember that you're over their territory. Blow the allotted number of enemy planes out of the sky, and you return to your base of operations where a successful landing means advancing to a higher level of play.

Beginning Strategies

First master takeoff and landing techniques. Both maneuvers involve side views of the plane, and require a variety of adjustments.

To take off, move the throttle all the way forward. When you get about halfway down the strip, push Down on the pad to become airborne; then push the "B" button to retract your landing gear.

To land, you first hit the "B" button to lower your landing gear and then angle your plane

back slightly and decelerate. Try not to move the plane up or down; it eventually comes down on its own.

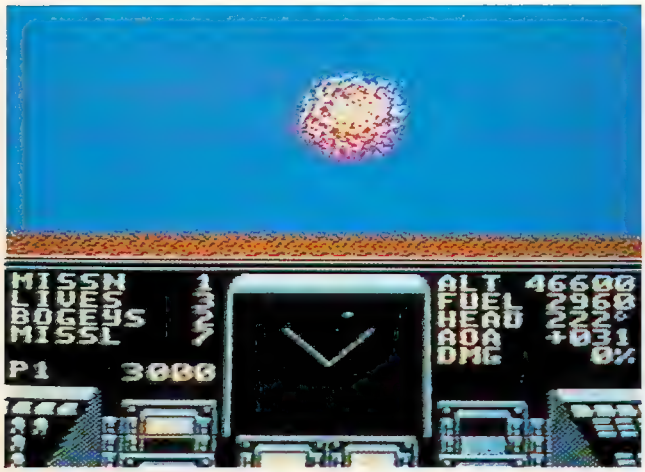
When you're in the air, don't bother to use the stealth mode; it can be an annoying obstacle to your real mission. The easiest way to play *Stealth ATF* is to let the bad guys come to you. If you stay on a straight course, enemy planes loop around on your radar so you can expect to see any plane that passes you again in the future. Watch your long-range radar, and move slightly to the left or right so that when you get a visual sighting on the bogey, he'll be straight in front of you. Let your plane lock on the enemy and shoot a missile. Keep doing this until all of the planes have been destroyed.

Advanced Strategies

If you want to move quickly through a round, go after the enemy planes. Watch your long-range radar, and you'll notice that most enemy jets that get past you keep on going until they reappear in front of you. Use this to your advantage by looping (so that you're flying upside down) and rolling the plane back into a level position. You're now chasing the enemy fighter, and it's easy to lock on to the enemy and blast it with your guns and missiles.

Mission 1 takeoff: Move the throttle forward and push down on the pad to become airborne.

During Mission 1 it's often to your advantage to fly upside down.



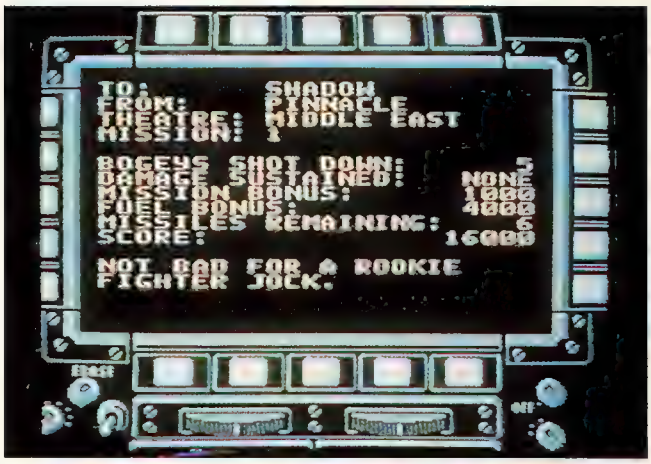
You've destroyed one plane, but don't slack off now; there are still more bogeys to come.

Move into position to destroy the bogey with a direct hit.

Taking off is never challenging, but there's a way to make the landing sequence incredibly easy. As your jet fighter starts to descend, press the "B" button four times to brake the aircraft. Don't touch anything or push anything else. The Stealth ATF slowly moves down the screen and makes a perfect three point landing.

Secret Strategy

You can rapidly increase your score in *Stealth ATF.* As you track approaching enemy fighters on your long-range radar, you often can bunch them up so that two fighters overlap in the same position in the sky. As the jets approach and come in range of your missiles, wait until you get the lock-on tone and fire away. If the jets are properly positioned, the missile will reach its target and explode, destroying the planes and awarding 10,000 points instead of the usual 1,000.



At the end of each mission, you receive a message that tells you your status.

When you encounter a group of planes, get two overlapping in your sight and blast them.

Looping your aircraft will bring you into position to fire.

After you take off for Mission 2, your landing gear will retract automatically.

Track the exact location of enemy aircraft on your radar.

After locking on to your enemy, fire your missile for the kill.

After a direct hit, another bogey is scored on your control display.

Mission 4 challenges your flying skills during takeoff with high mountains.

By bringing down multiple bogeys you can earn bonus points.

The missile you've just shot speeds toward the enemy.

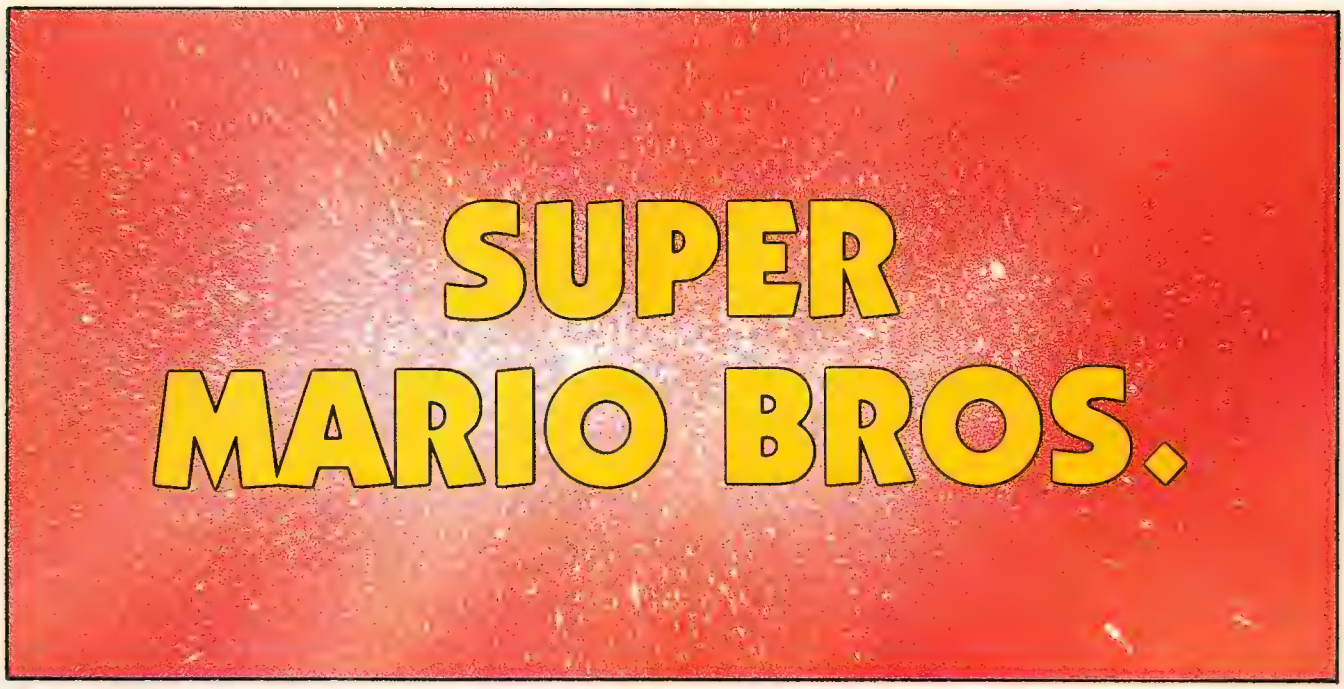
You've hit one bogey, but your radar screen shows you that another plane is approaching.

Preparing for takeoff from the aircraft carrier is a challenge; use your instruments.

When your sight is on the enemy, immediately fire your weapon.

Mission 6 completed, you return to your aircraft carrier and make a perfect three-point landing.

Mission 7 is a dangerous nighttime assignment that tests your flying skills.



Nintendo

More people play *Super Mario Bros.* than any other Nintendo game. It's packaged with most versions of the game system, but that's not the reason so many people continue to play this game. It's complex, exciting, silly, and full of surprises.

You play the role of Mario (one-player game) or Luigi (second player in a two-player game) on a mission to find Princess Toadstool, who alone can save her people from the Koopa tribe of magic turtles. The Princess has been captured by Bowser, the head of the Koopas, and imprisoned in the dungeon of a castle that's eight worlds away from the place where Mario and Luigi begin the game. Each world is divided into four levels, so you have to master 32 areas to finish the game.

Beginning Strategies

Fortunately, many players have gone before you, and there are enough strategic tips being passed around to keep you going at the game for days at a time. Here are some ideas to get you going: Mario or Luigi becomes big when he swallows a mushroom, and he can spit fireballs when he eats a flower. Mushrooms and flowers are hidden inside overhead boxes, some of which are designated by question marks. You must hit the box with your head and then grab the mushroom or flower before you go off the screen. If you make contact with an enemy while you are big, you don't die; you simply become small. When you're small, you're vulnerable, but you're an amazing little athlete. If you are a Super or Fiery Mario when you're "killed" by an enemy, you become invincible for a short period of time when you come back. You can use this knowledge to get through otherwise deadly situations.

One of the most-exciting moments of *Super Mario Bros.* is when you discover the warp zones. There are three warp zones in the game. You can find the first one after the second level of World 1. There are two other warp zones in the second level of World 4. The warp zones let you bypass the rigors of the last two levels in the worlds where they occur so that you explore advanced worlds

more quickly. To experience your first warp zone, stay on the ascending elevators at the end of the second level in World 1 and let it take you all the way to the top. Once you're at the top of the blocks, jump off and choose an easy entry into World 2, 3, or 4.

If you want to get more Marios (who wouldn't), find the 1-Up mushrooms. They'll enable you to get a new life. You can find a mushroom in an invisible space in the sky just before you reach the first chasm in the first level of World 1; another is in the clouds over the Parallel Bar of the first level of World 3. You also get a new Mario for every 100 coins you collect. There are dozens of hidden caves and special places in the clouds where you can grab many coins at once.

A 1-Up mushroom is hidden in an invisible block before the first chasm in World 1-1.

Advanced Strategies

The best trick for getting lots of Marios is in the first level of World 3. At the end of this level, before you run up the steps, a Koopa Troopa comes down at you, step by step. Let it get to the lower steps; then jump on it. The turtle will stay in its shell. You have to be a Super or a Fiery Mario, and you can continue to jump on it for up to 99 extra lives. Be warned: If you jump 100 times, the game is over.

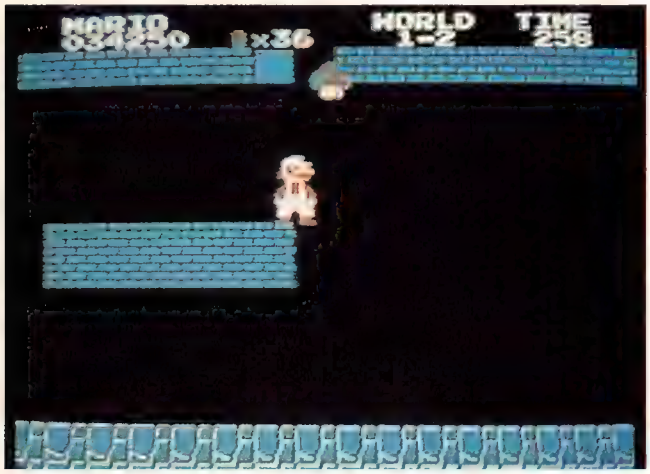
When a Super Mario eats a flower, he becomes a Fiery Mario. Use the "B" button for firepower.

This warp zone at the end of World 1-2 zaps you to the first level of World 2, 3, or 4.

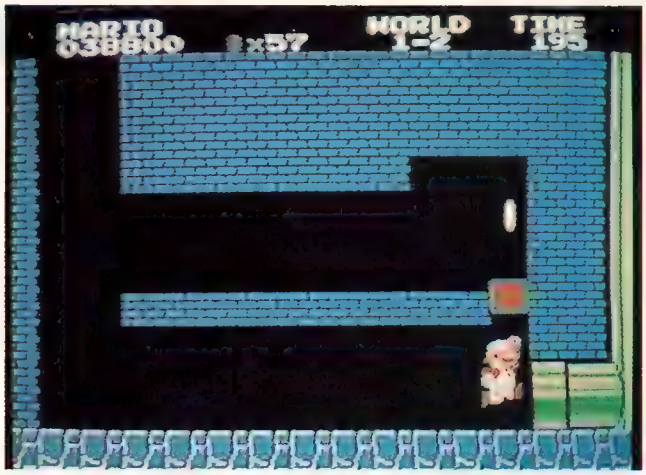
A secret 1-Up mushroom is above the Parallel Bar in World 3-1.

To jump on the flagpole, use the "B" button to gain speed and hit "A" to get up in the air.

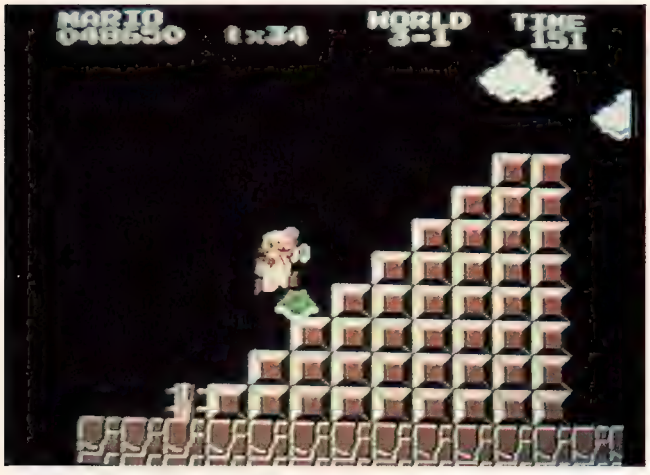
You get 5000 points for landing on top of the flagpole and 2000 points if you hit the middle.



To get this 1-Up in World 1-2, clear space next to the mushroom block and let it fall.



In the vault under the vases in World 1-2, there's a 10-coin bonus in the block before you exit.



Jump on this turtle at the end of World 3-1 and get an extra life for each jump.

This warp zone is hidden in World 4-2. It zaps you to World 8.

SUPER MARIO BROS.2

Nintendo

Super Mario Bros.2 is a souped-up version of the Japanese game *Dream Factory* rather than a sequel to the original *Super Mario Bros.* game. While both cartridges share the characters Mario and Luigi, the action of the two games is completely different. The stomping and kicking of the original game has been replaced by an elaborate food fight in which turnips, cherries, and other fruits and vegetables are plucked, collected, and used as weapons. *Super Mario Bros.2* is an adventure game rather than an action game.

The adventure takes place in the dreamland Sub-con, which is ruled by an ugly, evil monster called Wart. The people of Sub-con want Mario, Luigi, Toad, and Princess Toadstool to kill Wart and restore peace to the World of Dreams. The action takes place in many different areas that are controlled by villains who have such names as Shyguy, Trouter, Tryclyde, Phanto, and Albatoss. There are so many ways to enter and exit these areas that this game ought to keep you entertained for a long time.

Hop on top of one of Birdo's eggs while it's flying through the air.

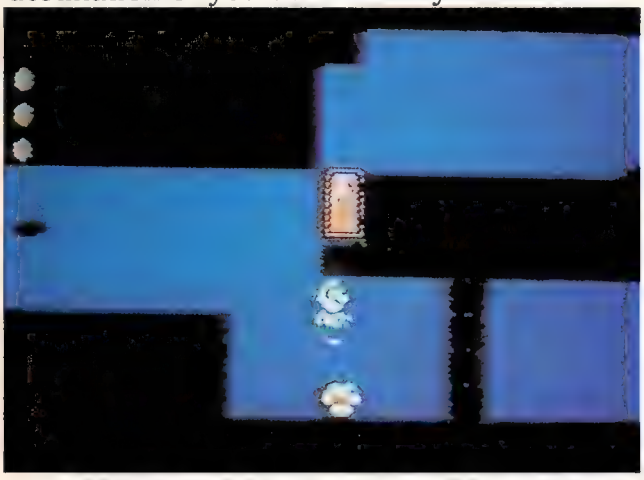
Throw the egg at Birdo. You can eliminate him with three direct hits.

At the beginning of the game, you can choose which character you want to play: Mario, Luigi, Toad, or Princess. Each character has different powers and abilities. Luigi kicks higher than the others, Princess Toadstool flies for short periods of time, Toad lifts the most weight, and Mario is the most balanced character. You may change characters during the game after you reach certain levels. In some worlds one character works better than another, so choosing the right character at the right time improves your game.

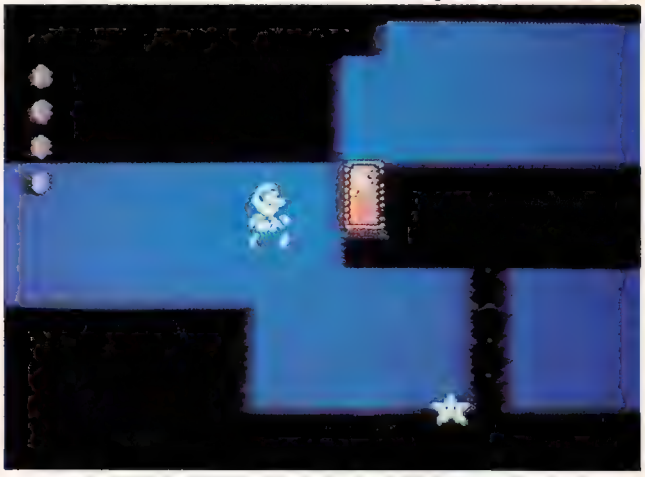
There is no timer on this game and no scoring system. You either reach your destination or you don't. After you have the feel of each character, it's important for you to find ways to stay alive. This means that you should get all the power-ups you can. *Super Mario Bros.2* is a game of power-ups. The more lives that you can string onto your character, the longer you get to play.

Playing Strategies

There are 1-Ups waiting for you next to power blocks, inside vases, and in many other locations. You want to break the potion bottles when you find them. Then enter Sub-space through the door left by the potion and gobble up any mushrooms you see. While you're at it, pull as much grass as you can. It can turn into coins that you can use



In 1-2 bomb the walls to find potions so you can enter Sub-space, and find a mushroom and cherries.



Collect enough cherries and Starman appears. Pick him up to become invincible.

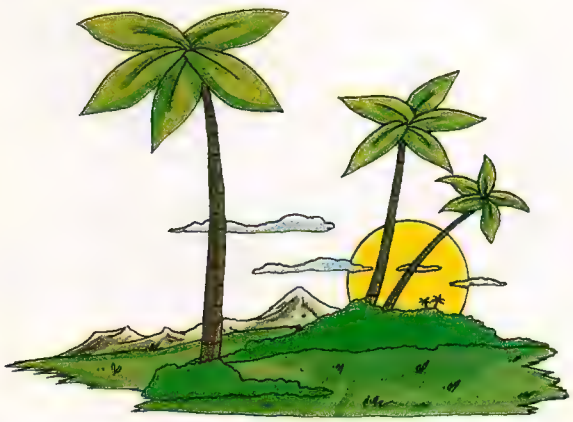
Ride the rolling logs across the second waterfall, get past the Shyguy, and pull up the grass under the log to find a magic potion.

In 1-3 carry the potion to a jar on the edge of a deep pit, throw the potion, and warp to World 4-1.

in the Bonus-Chance slot machine to win extra lives.

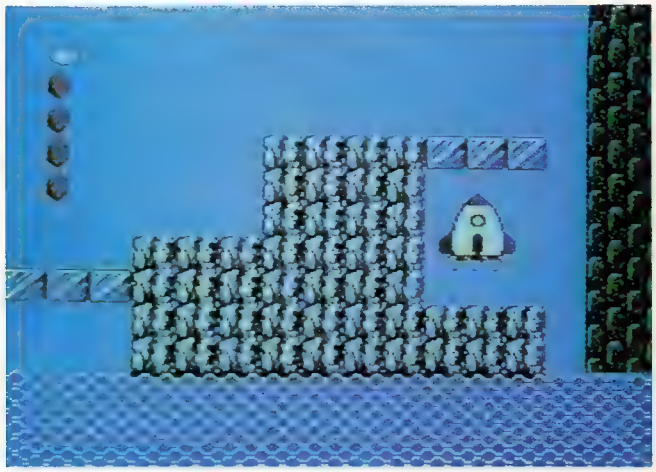
Here are two tips that may help you get past the early stages of the game: To defeat the creature who's throwing eggs at you, hop on top of an egg, use the "B" button to pick it up, and then throw the egg back at him. You must do this three times to kill him.

To fly on the magic carpet that's waiting for you after you kill the dragon, go to the middle of the three green stumps and jump on top of the carpet when it flies underneath you. Don't let the carpet hit you, or you'll die. Wart gave this carpet to Pidgit because he can't fly, so you'll have to get him off it. By pushing the "B" button, you can pick him up and throw him into space. Then use the carpet to fly down to the ground.

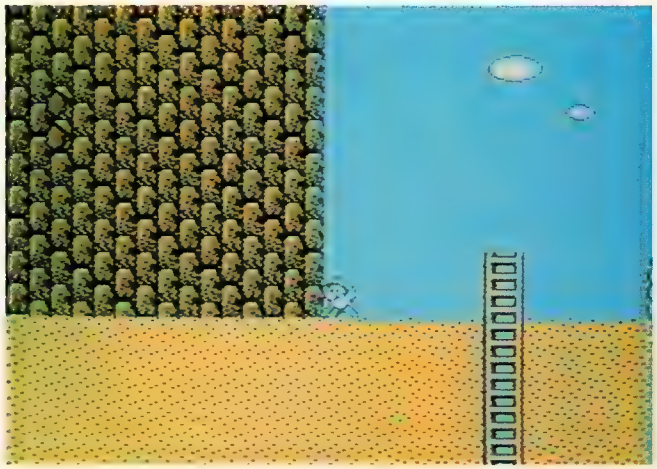


In World 5-2 get across the large pit by jumping on the birds and riding them to the other side.

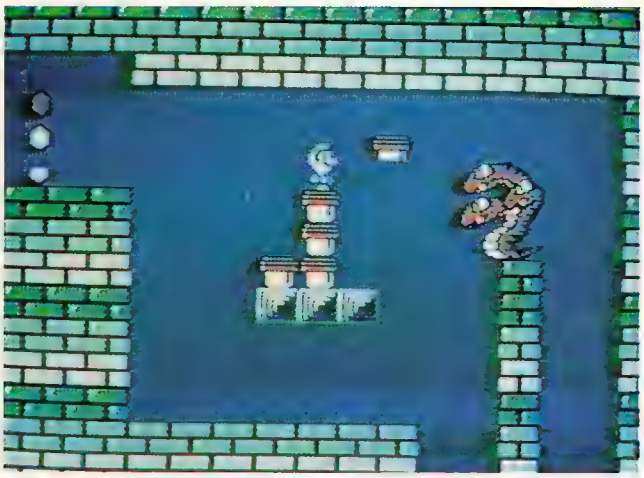
In World 2-2 use a pumpkin to defeat Pokey, but keep your distance; his thorns will hurt you.



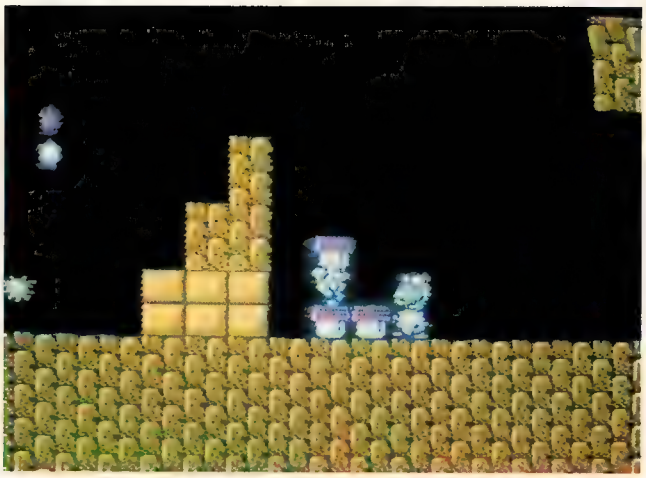
You leave World 4-1 in a rocket ship. Pull the last grass at the dead end to find your ship.



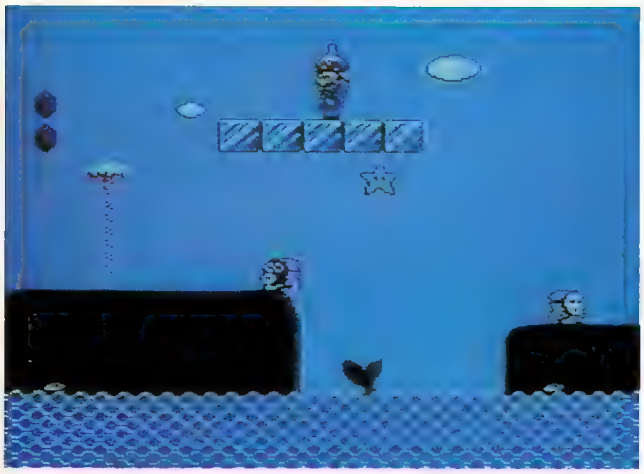
Climb the ladder in 6-3, walk to the wall, then sink down in the sand and press "A" to slide.



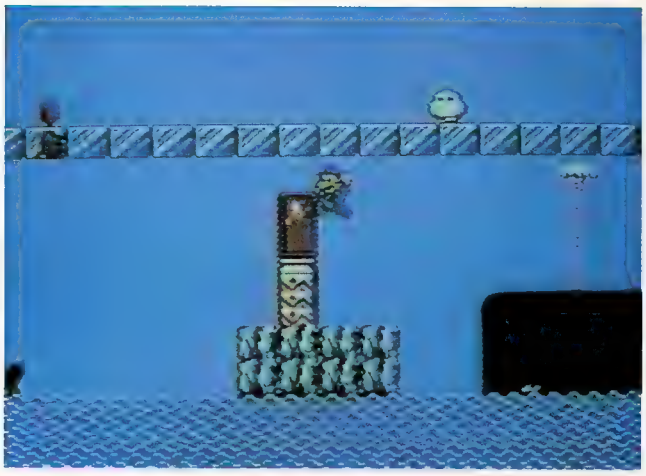
In 2-3 you encounter Tryclyde. Build a wall of mushroom blocks, then throw blocks at him.



In World 2 plan to do in Birdo with mushroom blocks.

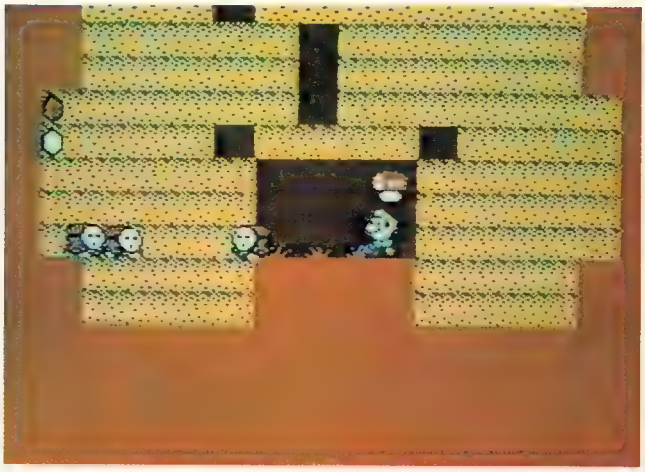


To get to a warp zone, stand on the bridge over the whale and throw down a magic potion.



Go through the door into Sub-space, then go down the jar and warp to World 6.

Move through the sand under the wall. The door leads to a place in the clouds that takes you to the pyramid entrance to Birdo's hideout.

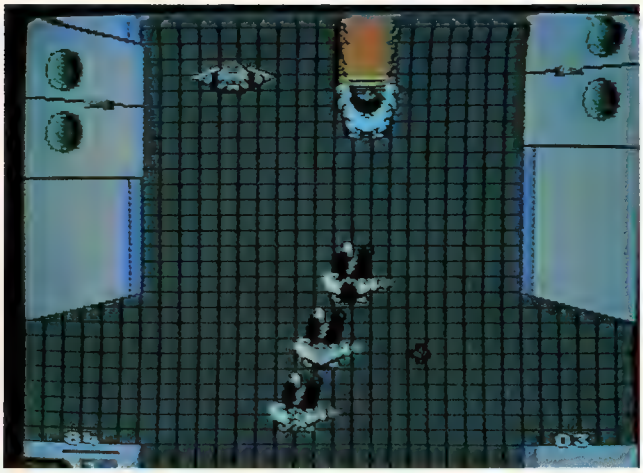


Dig through the sand to find a 1-Up mushroom and get a new life.

THE THREE STOOGES

Activision

The Three Stooges are back, and they're as wild and crazy in this video game as they ever were in the movies. The boys set out to do a good deed. A nasty landlord is getting ready to foreclose on the mortgage of the local orphanage, and the Stooges have thirty days to raise enough money to save it. If they're successful, they may have enough extra money to pay for repairs to the broken-down house or even to fix it up completely and marry the caretaker's beautiful daughters.



Speed up and try to get the red cross while the patient you want to avoid hitting is onscreen.

To get money you have to play through several different games within the game. Some of the games are based on the Stooges' movies, including the one in which Curly steals crackers out of the mouth of oysters or the short in which Larry tries to get a radio to help Curly in his boxing match. There is also a trivia game, in which you can test your knowledge of the Stooges' personal and professional lives, and other mystery selections that can add or subtract money from your pocketbook. You select which game you want to play.

Help Wanted, Doctors: You control the Three Stooges in go-carts as they zoom through a hospital on their way to the operating room. In front of you an orderly pushes the patient and drops red crosses that you can retrieve for bonus bucks. Look out for the other people in the hallways; a collision loses time, and the more time you have, the more money you get at the end of the round.

Help Wanted, Waiters: In this scene the boys are asked to serve pies to the rich and

famous at the Hoity-Toity Club. The Three Stooges are on one side of the room while the snobs are on the other. Select which Stooge you wish to control: Up is Moe; Right is Curly; Down is Larry. Pushing in the direction of one of the Stooges makes him duck pies thrown by the rich people. Pushing in the same direction and pushing the"A"button makes the Stooge pick up a pie and fling it across the screen. You get money for each pie that hits home.

Boxing: In this round you have six minutes to get Larry to the hardware store, where he picks up a radio that he must then take back to the boxing ring before Curly gets knocked out. You have to weave Larry through a sidewalk obstacle course of ladders, fire hydrants, and other stuff. The amount of money you make depends on how quickly Larry gets to ringside with the radio.

Cracker-Eating Contest: You control Curly's hand as he scoops up crackers before oysters close their traps on them. Don't let the oysters get too many of the tasty treats, or the round will end.

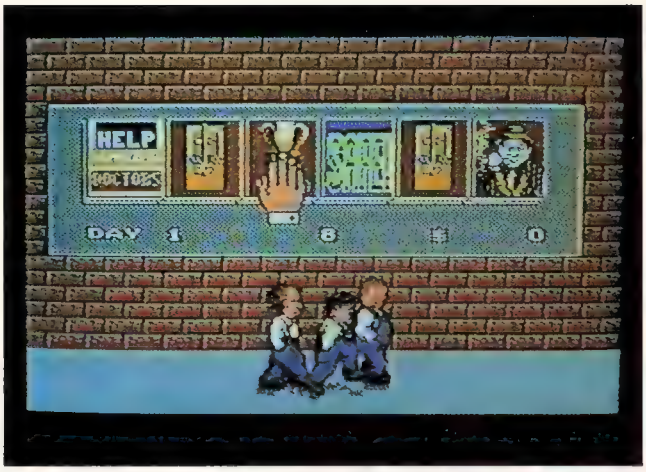
Slap Fight: In this game you control Moe as he fights with Larry and Curly. Using the pad and buttons, you poke your buddies in the eye, slap their faces, punch them in the stomach, and rip out their hair. If you make contact, you reduce the speed at which the hand moves during the selection mode. But if you fail to hit the other Stooges, the speed of the hand will increase.

Other Scenes: The Dollar Sign means easy money for the boys. The Question Mark can be a profit or loss. A safe falls on Curly's head and rewards the Stooges. The landlord or his mousetrap means trouble.

Beginning Strategies

During the round selection mode, you choose which game you'll play. A banner

If you want the hand to slow down, you have to knock the other Stooges around.



The slower the hand moves, the more likely you are to get the round you want.

If the hand lands on the mousetrap three times, the game is over; so watch out.

with six squares appears above the main playing field, and a hand moves above the squares. When you push the button, the hand stops on a square and that's the round that you will play. Watch out. There are two squares you don't want to hit: the nasty landlord who takes money from your stash and the mousetrap that snaps shut on the hand. Four snaps end the game.

Advanced Strategies

You should concentrate your efforts on the two "Help Wanted" games because they can add $2,000 or even $3,000 to your pocketbook. Here are some tips:

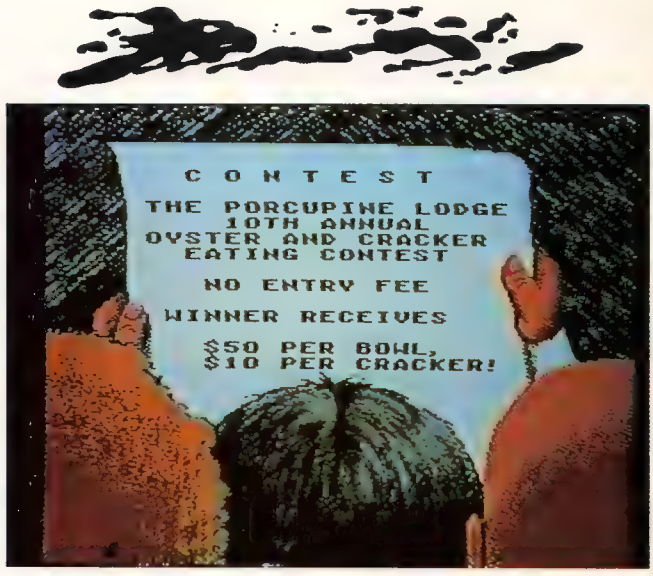
In "Help Wanted, Waiters" learn how to control two of the Stooges at the same time, so that one serves pies while the other dodges pies. Also, don't start to serve a pie if your opposing character is about to get, or has already gotten, a pie airborne. You won't be able to throw your pie and dodge the oncoming confection in time. The most important tip for this game is simply to complete it. When you do, your money will be doubled. To increase your check even more, wait until you have served almost all of the pies and then concentrate on ducking the pies the rich people are throwing. You get $5 for dodging a pie, but that can add up quickly when your money is doubled after you deliver the final pie.

In "Help Wanted, Doctors", try to pick up the red crosses, but don't alter your strategy or go out of the way to retrieve them because you'll probably just end up hitting someone. Speed up when one of the patients that you must avoid hitting is onscreen, and then slow down to see where the next one will appear. If the patient is in front of you, move to a safer position and speed up again.

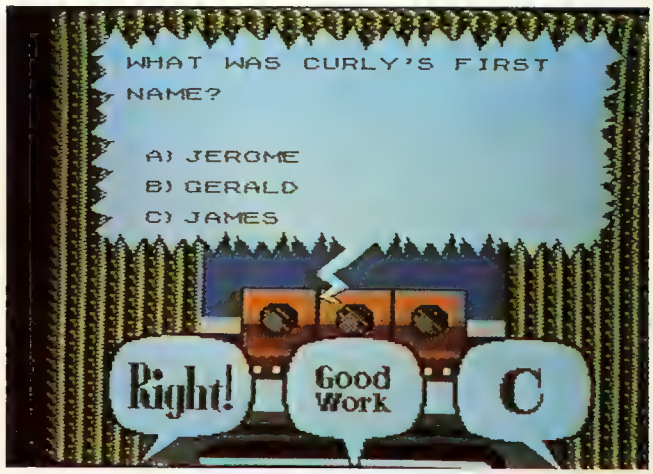
If you can't play either of the "Help Wanted" scenes, try the "Cracker-Eating Contest." The trick with this game is to keep picking up the crackers until only one remains. Then you can retrieve only one cracker and finish the round with $60.

Secret Strategies

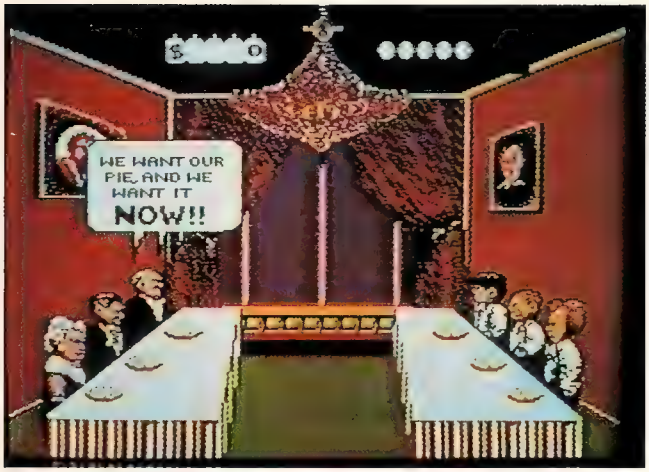
To get the hand to slow down every time you play; during "Slap Fight" push the pad to the left while pressing the button to hit one Stooge, then turn around and do the same thing to the other Stooge. Keep doing this quickly back and forth, and the speed meter will slow down.



To win this round you must eat crackers more quickly than the oysters can.



Here's one correct answer for the Stooges' trivia quiz.



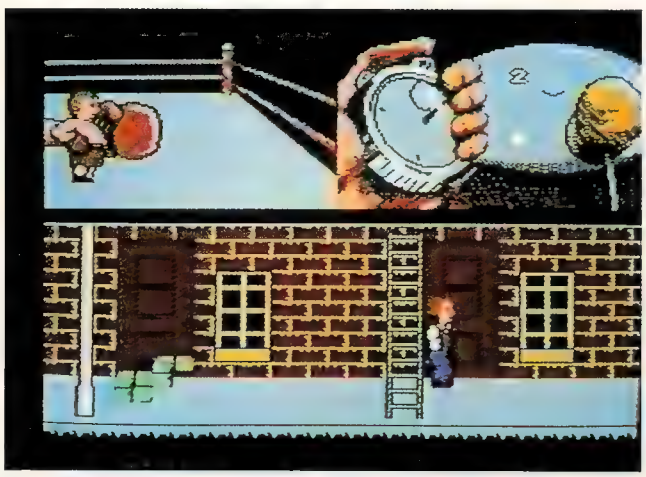
The pie fight at the Hoity-Toity Club is about to begin. It's the Stooges vs. the snobs.

With only one pie left, concentrate on ducking pies to increase the amount of money you earn.

Curly is ready to dig into a luscious bowl of oyster stew and crackers.

Curly has to get the crackers in his spoon before the oyster snaps shut on it.

Curly decides to take the challenge and enter the ring with Killer Kilduff.



The fight takes place in the upper half of the screen, while you run an obstacle course below.

FCI

Ultima is based on a popular series of personal-computer games. Unlike arcade games, *Ultima* is extremely complex. If it took you ten hours to figure out *Zelda,* plan to spend 100 hours on *Ultima.* You don't have to rush through the game, since you can stop at any point and pick up again where you left off.

This is a role-playing adventure game with a sword-and-sorcery theme. Your objective is to find and destroy the evil Exodus who threatens the ancient peace of the Kingdom of Britania in Sosaria. To do this you play the roles of four characters, each with his or her own identity, strengths, weapons, armor, and magic. You travel through forests, up mountains, into dungeons, and across oceans. As you go along, you find and interpret clues, collect and share gold, encounter and defeat all kinds of enemies.

You name your own characters, so give them short names. This game is complex enough.

Playing Strategies

To succeed at this game you have to be meticulous in your observations. Build up your experience and explore all clues. You should also talk to everybody you know, and write everything down. You will not be able to keep in your head all the things that you need to know to play this game. You must take notes that you can refer to, debate, and piece together.

To keep the game moving, you have to build up your energy. The best way to do this is to fight and defeat enemies. In addition to energy, you also need to collect experience points before moving to the higher levels.

Lord British, a powerful leader in the land of Britania, can give you magical powers.

Once you have been presented to the king, you'll encounter enemies who are incredibly strong.

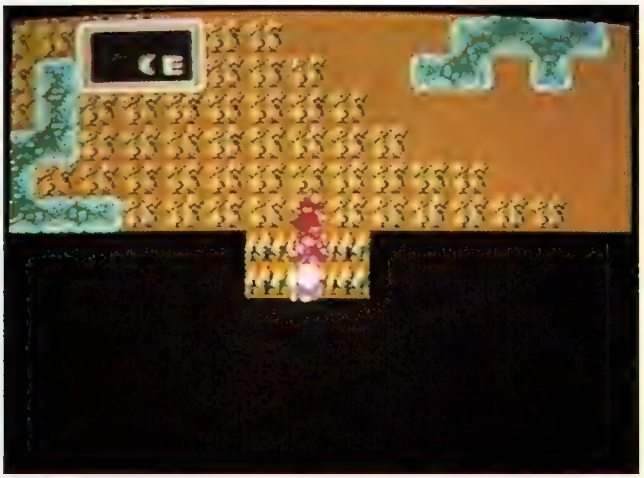
In this game three Rangers, RNGR1, 2, and 3, and Clare are controlled by one player.

A tribe of skeletons is one of many enemies you must confront during this adventure.

Special Strategy

You need to build up each of your character's experience-point totals before you can successfully advance to the higher levels of the game. The best way to do this is to pick characters who have the Undead Spell, the Repel Spell, or both. Even though these spells are not magic, you can use them to destroy several enemies at one time, quickly piling up necessary experience points. Each character should have at least 500 points before meeting the king, since once you've visited Lord British and been sent to the fifth level, the enemies you encounter become much stronger.

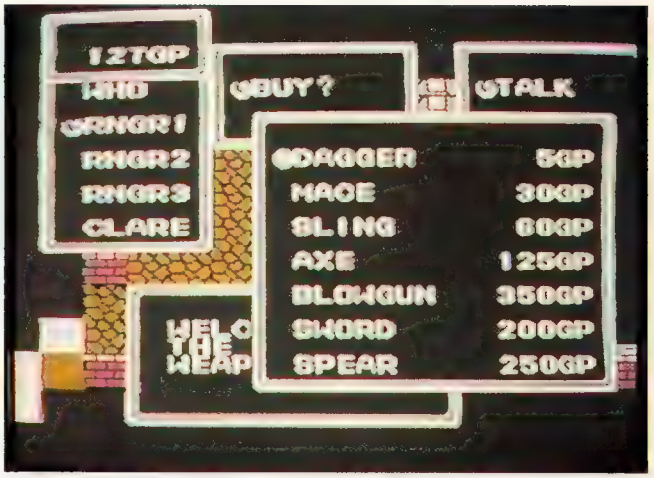
The first Ranger picks up one of many treasures that must be collected during the journey.



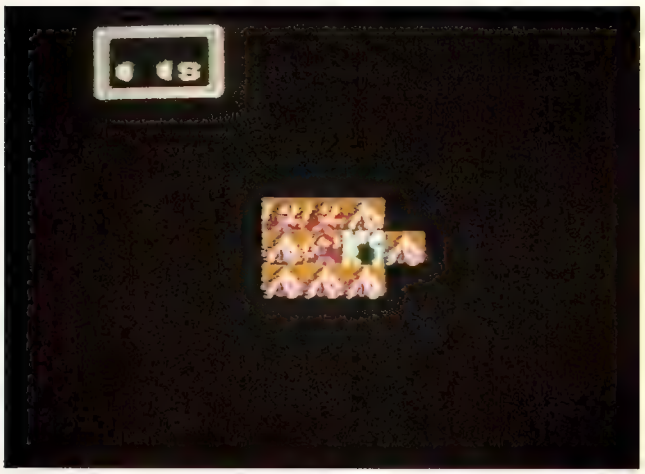
The characters enter a forest, where they find prizes, essential information, and many enemies.

Wherever you travel, your characters must attempt to gain strength and information.

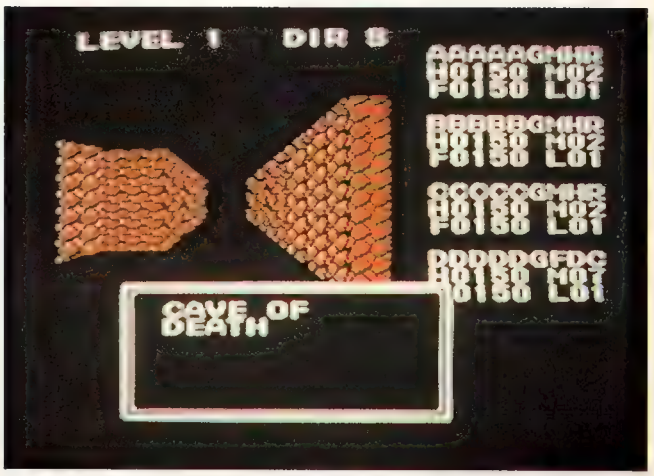
Some townspeople provide information; others, like this weapons merchant, sell you things.



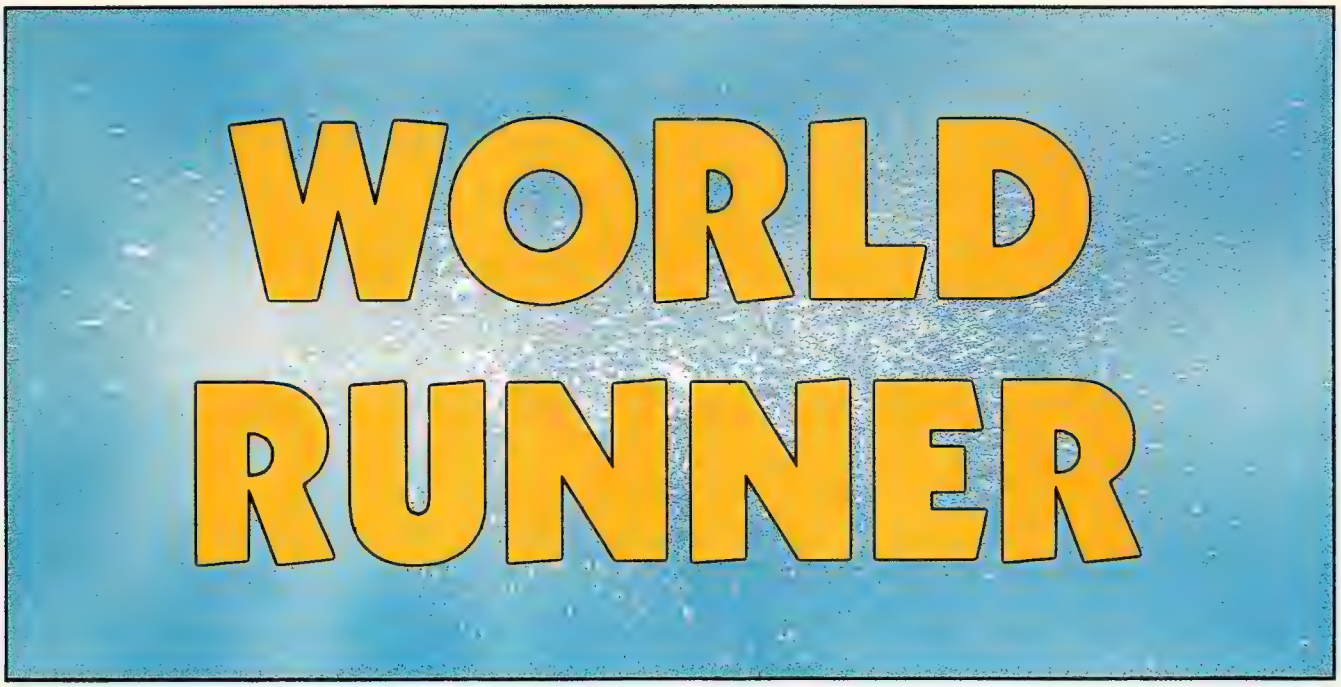
If you have enough money, you can purchase the weapons you need.



Dungeons are dark and dreary, but they provide invaluable experience.



You must overcome the Cave of Death if you expect to finish the game.



Acclaim

Despite the gimmicky special glasses, *World Runner* is an exciting, well-designed game. You can play this game in 3-D, or take off the glasses and play it like a regular game. *World Runner* is a shoot-'em-up with a science-fiction story line. The game is set in Solar System #517, which contains eight different worlds. The solar system is being terrorized by a ruthless gang of alien Serpentbeasts. You alone have the power to confront the aliens before they take root and start to multiply.

Playing Strategies

The World Runner is born with the ability to jump. You must earn other powers along the way. Firepower is most essential. You can only obtain it by bumping into a green post. If a rocket comes out of a post, you can claim it and increase your firepower. Other green posts hold Power Potions that give you special strengths, atomic symbols that make you invincible for brief periods of time, Junior Jumpers or Senior Jumpers that enable you to jump higher and are needed to cross chasms in the later stages of the game, and hearts that give you extra lives. There's also a Cosmic Clock that resets the game's timer.

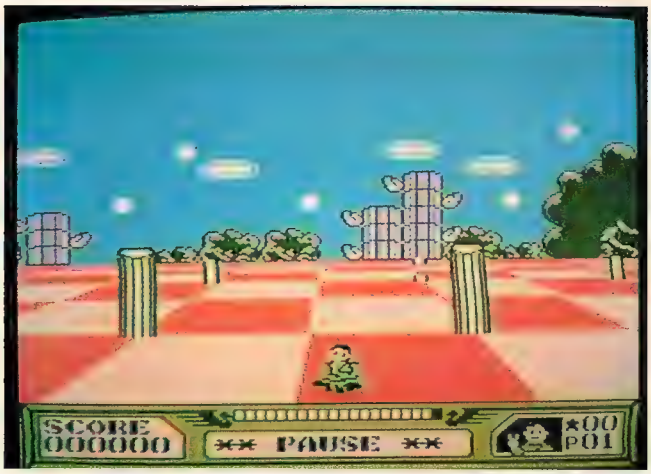
The playing field is laid out in geometric grid patterns, and most of the bonuses that you want to grab and posts that you want to hit are positioned directly on the lines of the grid. Always try to run on one of these lines, but whenever you see a white balloon, grab it. The balloon takes you to a world without worry and with lots of bonuses. Most of these bonuses are shaped like stars.

You'll also find power-ups that enable you to add lives. In most bonus worlds there is at least one heart inside a green post. You get the heart by bumping into the post, letting the heart pop out the top, and then gobbling it up.

Special Strategy

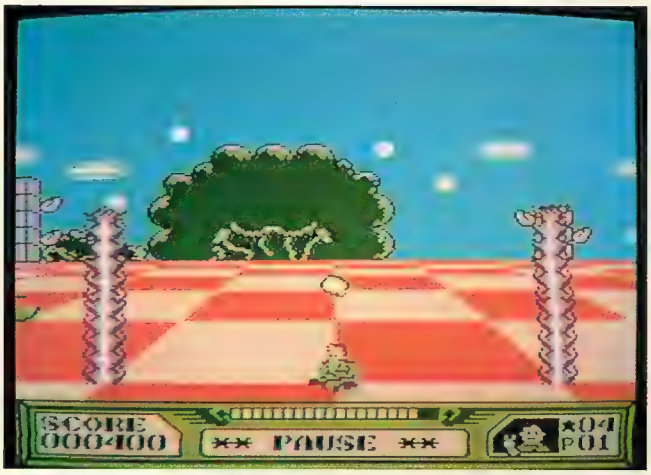
After losing a game, if you want to start playing again in the world in which you were destroyed, hold down the "A" button and press Start.

World Runner is a born jumper who bounces onto the screen ready for action.

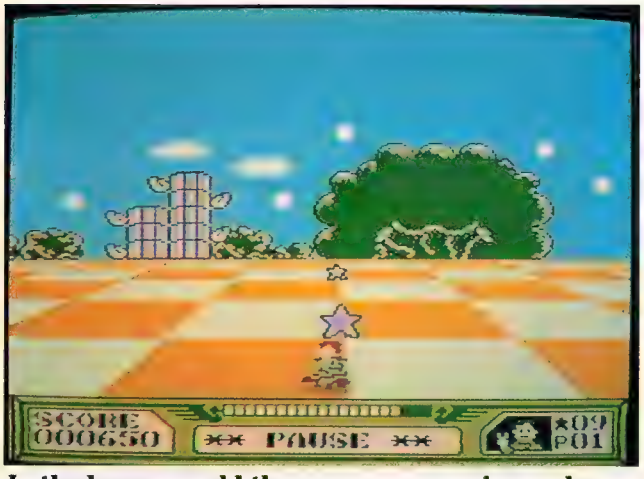


Green posts contain weapons, extra lives, and other powers. But watch out for mushrooms.

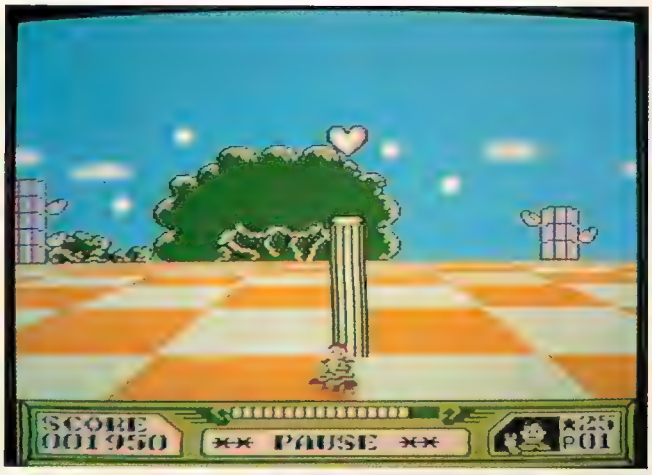
Practice jumping so that you'll be able to leap easily over large chasms.



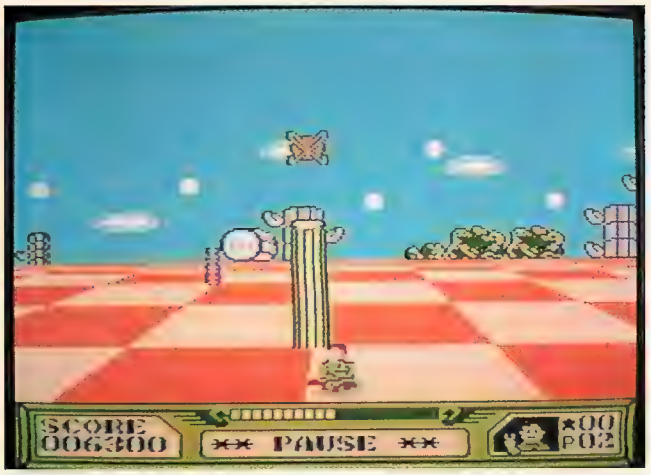
The white balloon between the two deadly red posts takes you to a bonus world.



In the bonus world there are no enemies, only stars and extra lives. Grab as many as you can.



The last green post in the bonus world yields an extra life.



The atomic symbol makes you invincible for a short period of time.

At the end of each round, you battle serpent beasts that have to be shot many times.

Build up your firepower at the beginning of the second world so you can destroy your enemies.

Hand Men block your way. Go to the extreme left or right of the screen and run around them.

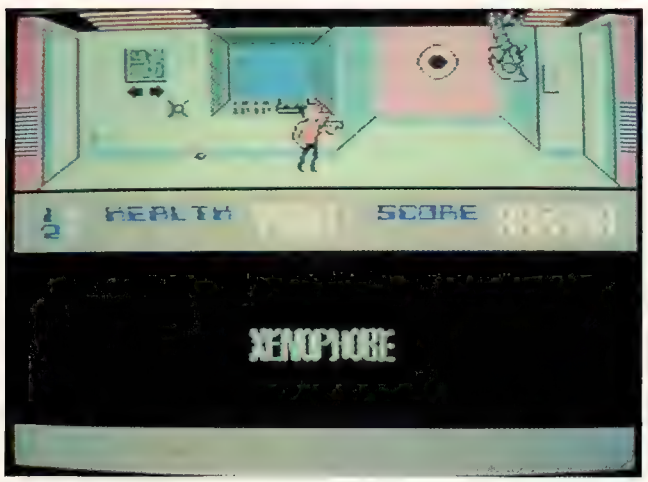
In the second world there are more monsters to fight than in the first world.

Jumpers give you extra bounce so that you can jump across very wide chasms.

XENOPHOBE

Sunsoft

Xenophobe is a science-fiction shoot-'em-up. The action takes place on eight different space stations in a faraway galaxy. You have been assigned to clear these space stations of creepy, slimy, energy-sucking aliens known as Xenos, who are taking over the entire galaxy. These aliens are called such names as Snotterpillars, Giant Slime Amoebas, and Spiderions. They drip, they stick, and they multiply. You can take them on all by yourself, or a friend can help you.



In the one-player game you carry out your mission on the top half of the screen.

The two-player option on this game is the preferred mode of play. The screen is split to document the different activities of the two heroes. When you play by yourself, the bottom of the screen is black, and you run your course only on the top half.

Each of the space stations has at least two floors and each floor has eight rooms. You must clear out all of the debris from one station before you can advance to the next station. As you clean up the mess, you find items that are essential to your progress in the game, including weapons, floppy disks, cups, tools, medicine, fuel, and ID cards. Many of these things are used for only one purpose; other items, such as power-ups for your energy or weapons, can be used at any time. You should always pick up everything you find.

Playing Strategies

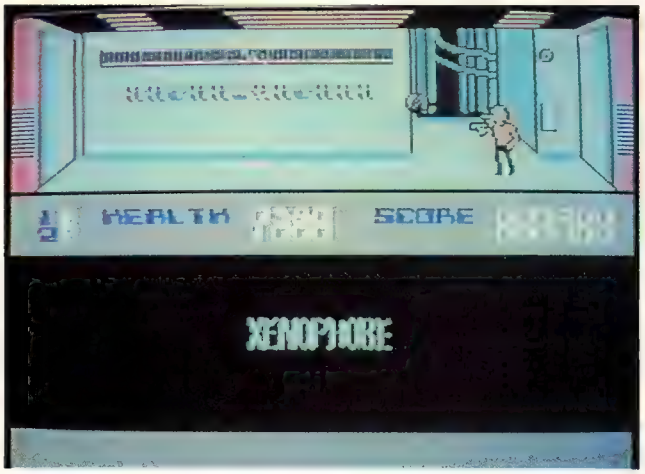
You must conserve your energy carefully. At the beginning of the game, you have 1000 health points, and, gain an additional 250 each time you clear a station. But you need

more health points than this to finish the game. You can pick up health symbols that improve your health, but you should also practice preventive medicine and avoid your worst enemies. They use up more of your energy than other attackers, even if they only attack once. For example, a drip from a Giant Slime Amoeba is five times more hazardous than a single shot from a laser gun.

Become familiar with your environment, and pay attention to the backgrounds. The backgrounds are more than video wallpaper. When you see a couple of buttons by a door, you can be pretty sure there's an elevator waiting there, ready to transport you to another floor. You also interact with equipment from the background.

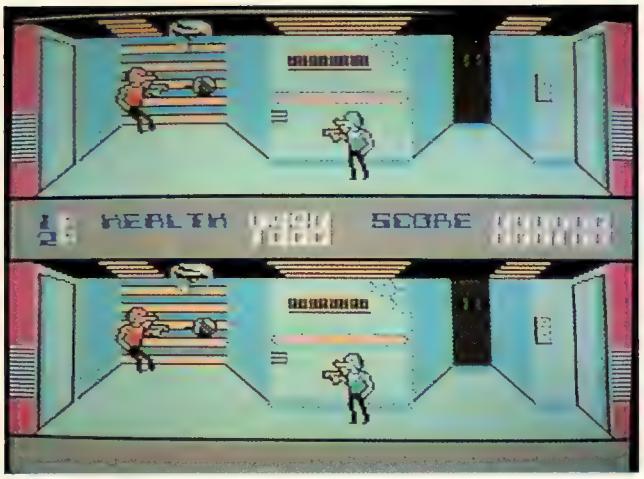
After you clear out a room, the inventory of your weapons appears on screen.

Aliens fly at you from all directions. When you kill them, they leave behind power-ups.

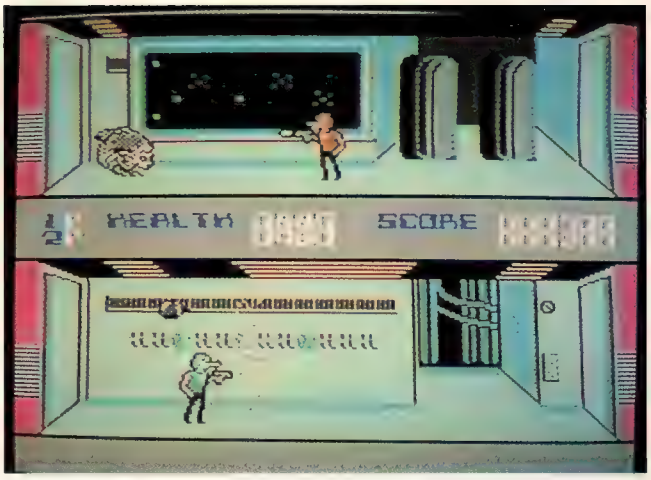


An almost invisible force field can sap your energy if you don't watch out for it.

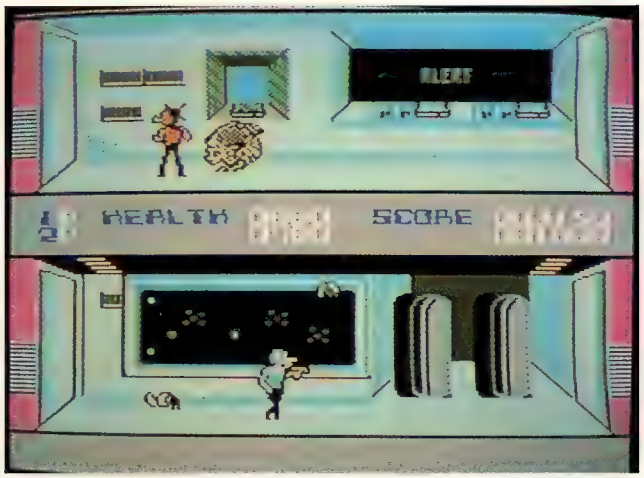
Aliens in the second space station are even more deadly than the slimy fiends in the first station.



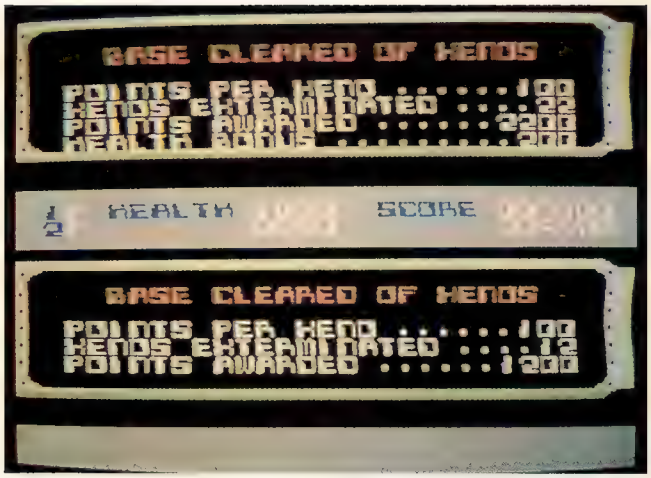
In a two-player game, you and your partner fight aliens in different areas at the same time.



Enemy aliens sap your energy when you confront them. Beware of the alien on the top screen.



The player on the top screen has found a secret elevator that will take him to the second level.



Even though both players have a common goal, the game is competitive and NES keeps score.

***Xenophobe* requires fast reflexes, but you must also pay close attention to detail.**

Pay attention to the background. Sometimes you interact with it for surprising results.

Bandai

Xevious doesn't have much of a story line. You control a Solvalou fighter plane, flying over the enemy territory of Xevious. Your mission is to blow up fortresses, bases, and aircraft.

This game does not have power-ups, and your firepower does not increase as you progress in the game. But if your bombing raids are successful and you rack up 20,000 points, an additional fighter plane is added to your arsenal. You get another ship with each additional 60,000 points.

In this fast-moving action game, you must control your ship and its firepower with lightning-fast reflexes. You are attacked from the air and the ground by 11 different kinds of enemies. To fend off air attacks use the "B" button. To blow up ground installations use the firing gauge and the "A" button. Practice these firing techniques.

Playing Strategies

The four floating fortresses are your toughest enemies and your key battle assignments. To destroy a fortress, attack its core. One direct hit is sufficient, but to get the most points destroy the outer weapons ports first and then go after the core. With the fortress out of the way, you advance to the next stage of the game, which is basically the same as the others only with more-aggressive enemies.

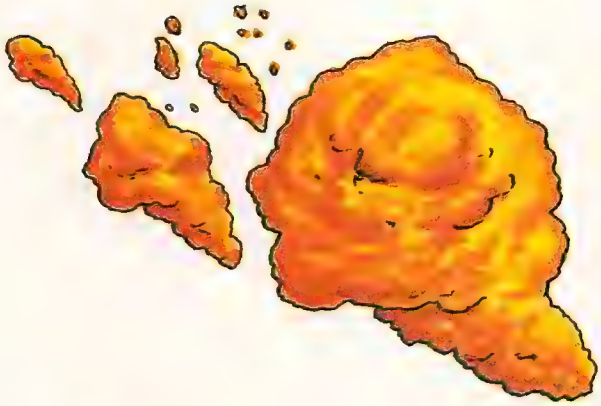
Your air-based enemies include Talken fighters, the Zkart, Torrid attack drones, the Jiara, and Zoshu fighters. Their constant

You can shoot at flying targets, but ground installations are worth more points.

attacks can be deadly, so you want to kill them, even though they aren't worth many points. The moving walls are also a problem, since they can't be destroyed.

Blowing up ground bases gives you the most points, so learn how to uncover hidden silos. They are buried underground throughout the game. A silo, or dome, is worth 2,000 points if you uncover it and an additional 2,000 points if you destroy it. Silos can't attack you, but they are not easy to uncover. The best way to find them is to watch the cross hairs on your gauge. When you fly over a ground installation, the cross hairs turn red to alert you to ground fire. If the gauge turns red and you don't see anything below you, release a bomb with the "A" button. If you're over a silo, the bomb uncovers it and a second well-placed bomb destroys it.

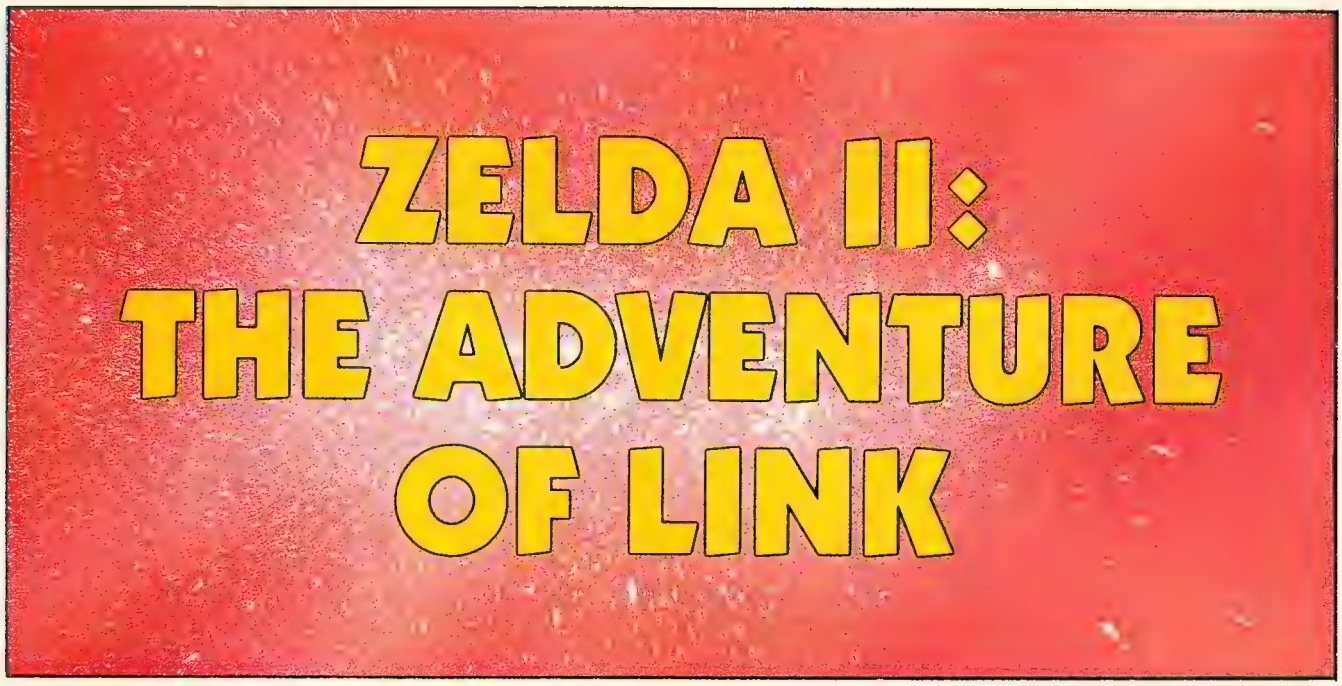
Increase your score by destroying the outer weapons ports on the floating fortress.



An uncovered silo looks like a round tower with a pie-shaped wedge taken out of it.

Shoot Talkens before they fire at you, because they go off screen quickly after they attack.

The moving walls are deadly and impenetrable; avoid them at all costs.



Nintendo

If you were a fan of *The Legend of Zelda,* you'll really enjoy *Zelda II: The Adventure of Link.* The story line is basically the same. Princess Zelda is held captive in the land of Hyrule by Link's old nemesis, Ganon. Link is now 16 years old, and he must find the third piece of the Triforce. He already has Power and Wisdom, and now he must find Courage, so that he can wake Zelda from her magic sleep. Your route to the Great Palace is treacherous, your enemies are incredibly powerful, but fortunately you have help along the way.

Link is a much different character than he was in the earlier game. He can now jump, crouch, and perform magic. He also asks questions and listens to responses. The way in which the game appears on the screen has also changed. When you confront an enemy, the screen changes from an overhead view to a side view. It remains a side view while the fight goes on, but when you start traveling again, the top view is reestablished.

In *Zelda II,* when you build experience, you are doing something tangible. You physically increase one of your three potentials: Attack, Magic, or Life. To gain experience you play the game and encounter a variety of situations, such as fending off an enemy, finding a treasure, or talking to a person you meet.

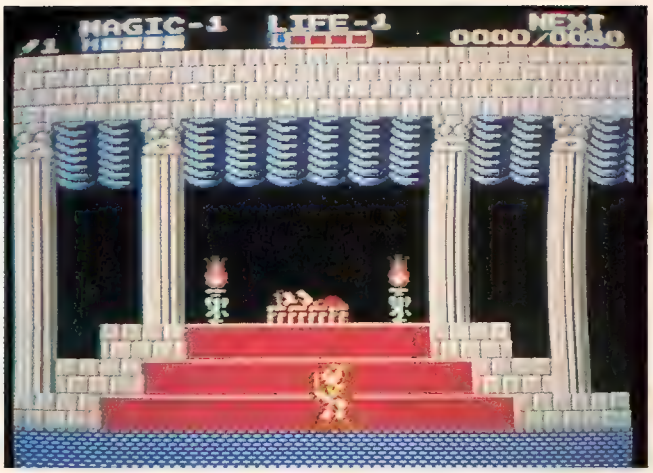
Playing Strategies

The world that Link travels is much larger than the world in *The Legend of Zelda.* Unless you make a map of your travels, you're likely to be lost much of the time. Explore the countryside before you go into the six palaces that contain the keys necessary to restore the Triforce. Your travels through the upper parts of Hyrule bring your Attack, Magic, and Life gauges to acceptable levels.

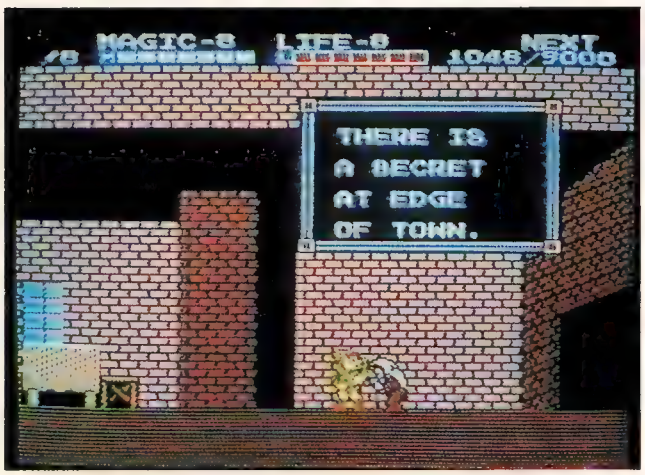
Engage people in conversation, but be skeptical about their answers. Some of them deliberately try to disorient you. Many of the characters you meet will be familiar to you from the first version of *Zelda.* While they may look the same, don't be surprised if some of their characteristics have changed.

A fairy still replenishes your energy, but the bulldog-faced Moblin is a much-stronger adversary than he was before.

In this game there are special ways to get extra power-ups. If you venture over to the western side of Hyrule, you can find two bowls of hearts and two magic bowls that can power up your abilities quickly and make it easier for you to deal with adversity. In Mido Town you should use your magic to jump up to the open window on the second floor of the church. Go inside, and you'll find lots of power-ups. In Midoro Swamp, if Link strikes the stone statue that guards the palace, he receives a magic potion.



Princess Zelda is under a sleeping spell, but Link is determined to wake her and save Hyrule.

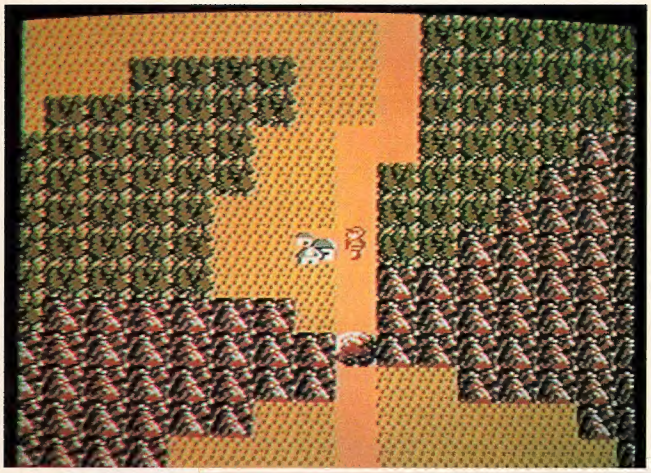


Enter houses with open doors and ask questions by walking right up to the people who live there.

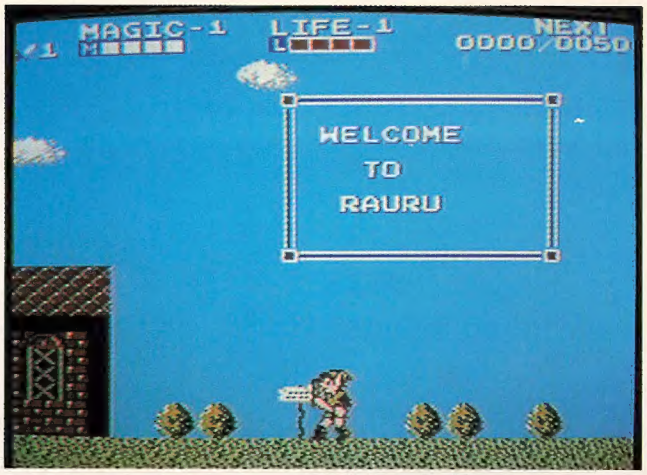
This old woman may be a valuable source of information. Ask her what she knows.

Treasure bags contain 50, 100, or 200 points. You need points to buy secret information.

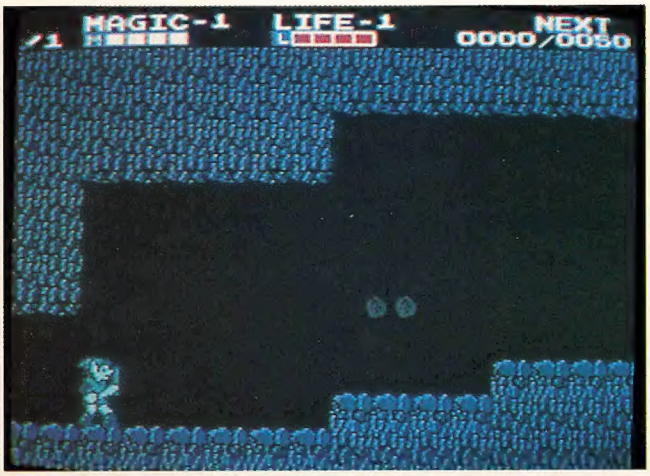
Link, the able swordsman, is able to defeat Moblin even when he is blue and strong.



Enter the little towns you come to along the road. They hold valuable information.



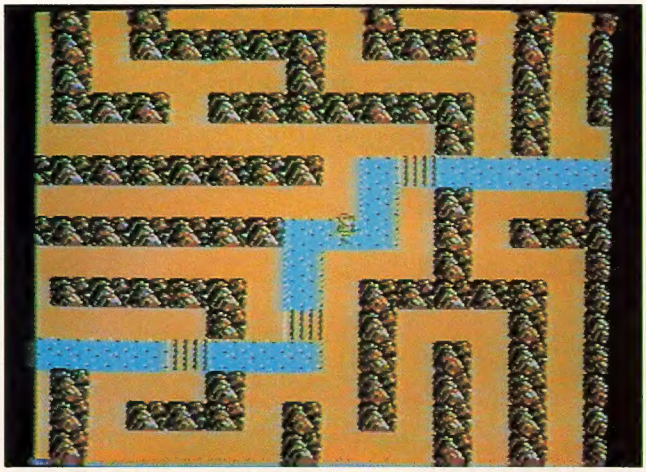
Each town offers you something. In Rauru you will learn magic that will help you survive.



The dark tunnel to the Parapa Desert is the only way open to Link, but he must get past a Lowder.

A Bot is one of Ganon's many evil servants. He'll jump all over you if you're not careful.

Link should use his shield and Jump Magic to defeat Gomma, the troll.



To complete your mission, you have to pay constant attention to your location.

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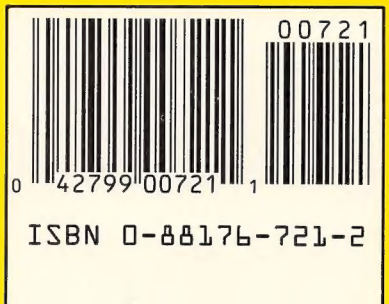

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